

AMERICA'S BEST SELLING PLAYSTATION MAGAZINE!

UNOFFICIAL. UNBIASED. UNRIVALED.

PSM

100% **PlayStation Magazine**
Independent

METAL GEAR Secret Files!

- Detailed Maps
- Walkthrough
- Boss Strategies

TENCHU GUIDE

Beat every level undetected!

COOL GEAR

Hi-Tech PlayStation gadgets
you can't do without!

HOT NEW GAMES

- ▶ Ridge Racer 4
- ▶ Twisted Metal 3
- ▶ Tomb Raider III
- ▶ WCW/NWO Thunder

**Tales of
Destiny**

Massive
16-PAGE
Guide!



NOV '98
ISSUE 15 **imagine**
MEDIA

\$4.99US \$5.99CAN



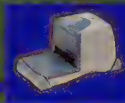


the
and
the
the
the
the
the
the
the
the

the
the
the
the
the
the
the
the
the
the

the
the
the
the
the
the
the
the
the
the

and affect your gaming life.
 It's now possible to achieve
 those wishes you've wished,
 to be worshipped as a truly
 strong player everywhere,
 with the new site.
 It's an ultimate mastery card,
 going beyond most game sites.
 It's one you're asked never
 to let your go so others can download
 and begin where you left off
 and they can redownload
 the levels, characters, or those routes
 the web and take your gaming
 to higher
 new roads.
 And a good, but some generosity
 comes in this life, and the next,
 when you're tired,
 it comes to mind.



www.eidosinteractive.com

www.eidosinteractive.com



海軍部は「戦略的準備」を急ぎ、
と軍事力、は、台灣島の助
意が資金になつた。軍事摩擦
が起るのナリと見て、
中田は「その海上に於いては、サイ
ル攻撃」の事を見てゐた。
海軍は「その経済を
破壊する」ミサイル攻撃は
「三六ナミエ」を考へた。
としての。台湾島への進
攻は「起るに」を、
が米國は「その海軍を
軍への後方」艦隊を「援を
られ、応じれば「その關係は告
しめられ」の指摘である。
海軍の運用を担当する
は「一九六八年の」の海軍の戦艦

最悪事態、各国望まず

*To hell with the fittest.
Surviving with your organs
intact is victory enough.*



From the creators of Tomb Raider and Fighting Force.

Spike-filled pits. Rolling boulders. Rolling logs. You'd be amazed how they can ruin the most routine assassination. Even for a cunning and ruthless ninja like yourself. Fortunately, your arsenal of weapons, magic and moves help you do whatever it takes to pry across 10 levels of treacherous wickedness. To assist you in destroying every demon and warlord in all ancient Japan. To survive — whether it be fit or partially human.



This month, some sad news...

Our pal **Bill** moves on to new things



Yes, it's true: Bill Paris, our resident Japanese-speaking nutcase, has left the building. Bill has decided to do something different and has gone to work for Asci, known for games like *Clock Tower* and *King's Field*, as well as countless PlayStation peripherals. Bill has been a great friend and we hate to see him go, but he'll always have our full support in whatever he does.

Of course, this poses a big question: what happens to Nihon Game Otaku? Well, for the short-term, it's being put on hold. We're simply not prepared to do the section right now without Bill at the helm, so rather than doing a shoddy job of it, we're holding off for a month.



or two to give us time to do it right. We've got some big ideas, so don't worry—when we relaunch the section, it'll be well worth the wait.

*PHHHHPTH!
WHO NEEDS
PARIS-SAN,
ANYWAY?
(SOB...)*

The news this month ain't all bad. Next issue the PSM team gets a surprise new member, who many of you already know from another Imagine magazine. You'll just have to check back to see who she is... (oops!)

Of course we'll never be able to replace Bill. The energy and excitement that he brought to the office will always be remembered and appreciated. So good luck at your new digs buddy, we'll see you on the weekends!

► **CHRIS SLATE,**
EDITOR-IN-CHIEF



"THE ENERGY AND EXCITEMENT THAT BILL BROUGHT WILL ALWAYS BE REMEMBERED AND APPRECIATED"



KICKIN' IT WITH BILL

Bill was never exactly shy in front of the camera. Here we've collected our favorite shots, taken from his 14-issue run.

Every month, Bill always gave us something new! This shot was taken from Bill's debut in the very first issue of PSM. Bill's love for Action action films made for this wild photo. If Bill's in his ninja suit, you better check under your desk for *hatsubashi*. Or, Bill always knew what time it was for ya.



THIS MONTH'S COVER

Every issue, we match exciting new games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork, to present our magazine at the highest possible level.

This month we worked with Travis Charest, who is quite simply, a god among comics fans. He's worked on numerous projects for Wildstorm, most notably *WildCATS*. And what does Konami think of Travis? They liked our cover so much they asked us to use it for some special promotions!



Once we finally managed to get in touch with Travis (he's a busy guy, y'know), he wasted no time in getting straight to work on the cover. He skipped pencils completely!



The first image we received from him was this near-finished, monochrome version of the cover. It features Solid Snake and Merry's guns drawn and ready for action.



Finally, color was added for the final image. For the actual cover we added metallic and fluorescent inks. This is the only place you'll ever see the original, untouched illustration. It's pretty amazing, huh?

CREDITS

Editorial

Chris Slate Editor-In-Chief, Finball Maker
Charles Frohman Managing Editor, Night Watchman
Stephen Frost Previews, Reviews Guru
Noah Massey Editor, Codes & Strategies, obstacle course
Blake Fischer Editor, News, Tacos
Eugene Wang Art Director, expatriate father
Gary Liew Graphic Designer
Jeff "Free" Lam Un"Terminated" Intern

Editorial Contributors

Francesca Reyes, Randy Nelson

Photography & Artistic Contributors

Aaron Laurer, Robert DeJesus, Gerard Serrano, Jeff Lam

Cover Illustration

Travis Charest
 Art Assist: Michael Albano

PSM Online Muscle

Doug Perry and Randy Nelson

Advertising

Brian Olshever National Ad Manager
 e-mail: bolshever@imginemedia.com

Jane Jervis Ad Coordinator
J.C. Standish Marketing Manager

International Licensing:

Robert Abramson & Associates
 720 Post Road, Scarsdale, NY 10583
 fax: (914) 723-4700 / j.abramson@prodigy.com

Production

Richard Lesovsky Production Director
Glenn "So Yen" Sadin Production Coordinator

Imagine Media, Inc.

Doug Faust Publisher
Jonathan Simpson Editor, Imagine Games
Holly Klingel VP Circulation
Tom Valentino Vice President/CFO
Chris Anderson President/CEO

For Customer Service Inquiries, Write:

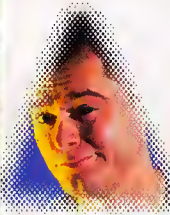
PSM
 P.O. Box 52073
 Boulder, Colorado 80322-2073

Circulation

Kate Galley Subscription Director
Bruce Eldridge Newsstand Director
Gen Tenabe Online Subscription Manager
Jennifer Carson Direct Marketing Specialist
Jaime Mangabat Fulfillment Manager
Quyen Nguyen Distribution Coordinator
Thes Selby Newsstand Manager
Terry Lewson Newsstand Analyst

PSM: 100% Independent PlayStation Magazine is published monthly by Imagine Media, 150 North Hill Drive, Brisbane, CA 94005, USA. Application to mail periodicals postage rate is pending at Brisbane and additional mailing office Newsstand distribution is handled by Curtis Circulation Co. Basic subscription rates: one year (12 issues) \$20 U.S./Canada \$34 U.S. (Canadian price includes GST GST #R12202688), foreign \$44 U.S. Prepaid in U.S. funds only PSM/MASTER card changes of address to PSM—100% Independent PlayStation Magazine, P.O. Box 52073, Boulder, CO 80328-2073. Imagine Media also publishes Ultra Game Players, Next Generation, PC Gamer, The Net, MacAddict and Boot. Entire contents copyright 1997, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagine Publishing, Inc. is not affiliated with the companies or products covered in PSM. PRODUCED IN THE UNITED STATES OF AMERICA. CFC Int'l Pub Mail # 115644.

MEET THE PSM TEAM:



CHRIS SLATE
 Editor-In-Chief

Likes: All types of games
Hobbies: Comics, hoops
What I'm most thankful for on this Thanksgiving: Turkey. Me likes a good, juicy bird. I know the trend is to speak against the Thanksgiving turkey slaughter, but hey, it's not like they wouldn't take us out if they had the chance.

STEPHEN FROST
 Reviews/Previews Editor

Likes: Fighting, RPG, Racing
Hobbies: Anime, Movies, Comics
What I'm most thankful for on this Thanksgiving: I am thankful for all the wonderful presents and the beautifully lighted tree. I just hope that the Great Turkey knows how good I was this year. Hey! What are you guys laughing at?



NOAH MASSEY
 Strategy Editor

Likes: Racing, Simulations
Hobbies: DJ-ing, Toys
What I'm most thankful for on this Thanksgiving: (Noah is in Spain, so we'll write his response): I'm most thankful for comfortable women's undergarments. When deadline pressure's on, I can just relax and feel silky-smooth.

BLAKE FISCHER
 News Editor

Likes: Shooters, Racers, Fighters
Hobbies: Screenwriting
What I'm most thankful for on this Thanksgiving: Ummm, I sure am thankful that I'm not in Spain! Other than that, I'm thankful for my wonderful and caring girlfriend Megan, as well as the good friends here at PSM. Whoop!



CHARLES FROHMAN
 Managing Editor

What he does: Reads a lot of copy. Hears a lot of excuses. Makes a lot of threats.
What I'm most thankful for on this Thanksgiving: My smokin' girlfriend Barbara, pumpkin pie, and editors that meet their deadlines...wait, there aren't any...
Charles' Quote of the Month: "The Great Turkey shall stop the slaughter, oh yes"



EUGENE WANG
 Art Director

What he does: Gets tired of the whole "mouse thing".
What I'm most thankful for on this Thanksgiving: My lovin' and supporting wife, a home, honeydew melons, friends, cool artists that want to do our covers, tapioce and CDs. I'm thankful for them all equally, but my wife more equally, of course.
Eug's Quote of the Month: "What happened to bomb o'clock?"



GARY LIEW
 Graphic Designer

What he does: Designs kick-ass pages for the world's top PlayStation mag. Work for a living. Play for life.
What I'm most thankful for on this Thanksgiving: Sammy the Psychic, my little buddha, long weekends, and curry laksa.
Gary's Quote of the Month: "Take my advice or I'll spank you with out pants."

PSM IS 100% INDEPENDENT

So, which magazine is best for you, Official or Unofficial? That's easy. You want independent, unbiased coverage, and you want to know that what you're reading is nothing but the truth. You can only get this with an UN-official magazine. An official book has to answer its Corporate Sponsor. And whose best interests do you think they're looking out for?

printed and nobody, not anybody, can make us say what we don't believe to be true. We write about what we want to and put what we want on our cover.

This is the kind of honest, straightforward coverage that you can only get with an unofficial magazine. We understand that our readers come first, and we would never, EVER betray your trust.

PSM is created by us and no one else. Nobody has to approve our pages before they're

This is our promise to you, the hard-core PlayStation gamer, who deserves nothing less.



MEET THE
 TEAM
 SIMPLY

MELTS
AS WELL AS THEIR

A small-scale soldier figure, likely a toy, is positioned on a rocky, uneven terrain. The figure is wearing a helmet and combat uniform, and is holding a flamethrower. A bright, intense flame is being emitted from the nozzle of the flamethrower, extending horizontally across the middle of the frame. The background is dark and smoky, suggesting a battlefield environment.

ARMY
MEN 3D

REAL COMBAT. PLASTIC MEN.

THEIR MOUTH HANDS.



Exclusively on the PlayStation® game console, from 3DO™ www.3do.com

©1998 The 3DO Company. All rights reserved. Army Man, 3DO, and their respective logos, are trademarks of The 3DO Company in the U.S. and/or other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and/or trade names belong to their respective owners.





[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL



CORDS OF A PALACE GUARD.]

ACTIVISION®



Move without sound. Merge with air. Strike with precision and stealth. You are a ninja in sixteenth century Japan and your first mission is to assassinate the evil merchant Echigo-ya.



In each of the ten missions assigned, your opponent has numbers, but you have something he doesn't: skill, cunning and a closet full of over twenty different fatal weapons and spells.



So, if you're good, the first time anyone sees you, will be the last. And your enemy will learn that silence isn't actually golden, but rather, blood red.

TENCHU™

天誅

STEALTH ASSASSINS

LIVE BY HONOR.
KILL BY STEALTH.

Tenchu © 1998 Sony Music Entertainment (Japan) Inc. Tenchu is a trademark of Sony Music Entertainment (Japan) Inc. Published and distributed under license by Activision, Inc. Activision is a registered trademark and Stealth Assassins is a trademark of Activision, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are properties of their respective owners.





PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. CoolBoarders is a registered trademark of Sony Computer Entertainment America Inc. Designed and developed by Idol Minds, LLC. Published by 999 Studios. 999 Studios and the 999 Studios logo are trademarks of Sony Computer Entertainment America Inc. ©1998 Sony Computer Entertainment America Inc.



Packed solid with insane tricks and treacherous downhill runs, CoolBoarders® 3 is so realistic it'll turn your living room into a half-pipe. Lock into an authentic Burton® or Ride® snowboard and you're ready to thrash through 34 courses, 5 challenging mountains and 6 world class events. Feel the wind rushing by as you pull off thousands of combinations with sick moves like Misty Flips, Melancholy's and Sad Air. Throw in intense fighting action and 2 player split-screen racing and your teeth will be chattering long after you've left the slopes.



COOLBOARDERS®
3

Accessorize Your PlayStation 98

Part 2 ▶ pg. 66 ◀

This issue we are pleased to present the second batch of PlayStation accessories. This time around we focus on all the new innovations in videogame interfaces. These range from Sony's PDA, to some hard-core lightguns, to the Intensor chair (which is imbedded with speakers). Read on to get caught up with all the latest trends in PlayStation peripherals.



Metal Gear Where to Go and What to Do ▶ pg. 128 ◀

For two years now, *Metal Gear Solid* has been hyped as the end-all and be-all of PlayStation games. So here you are with your brand-new copy of possibly the hottest game ever, and you're stuck.

Never fear, good citizen—we've worked our way through every nook and cranny of this awesome game, and we're ready to let you know the best and fastest way through it. Along the way, we'll show you where to

find all of the items and how beat all of the bosses. This month, we cover the first half of the game. We'll bring you part two next month. Good luck!



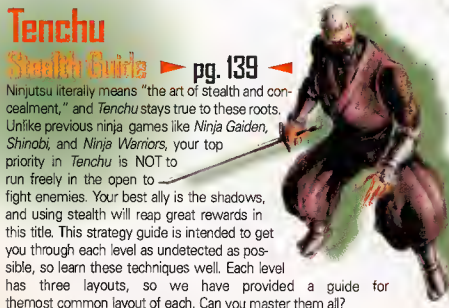
Tenchu

Stealth Guide ▶ pg. 139 ◀

Ninjutsu literally means "the art of stealth and concealment," and *Tenchu* stays true to these roots.

Unlike previous ninja games like *Ninja Gaiden*, *Shinobi*, and *Ninja Warriors*, your top priority in *Tenchu* is NOT to run freely in the open to

fight enemies. Your best ally is the shadows, and using stealth will reap great rewards in this title. This strategy guide is intended to get you through each level as undetected as possible, so learn these techniques well. Each level has three layouts, so we have provided a guide for the most common layout of each. Can you master them all?



COVER STORY

METAL GEAR SOLID

Strategy Guide

pg. 128

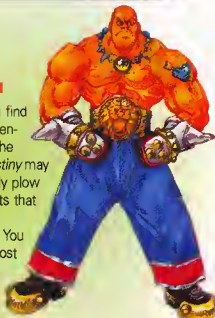
Can't find your way through the best game ever? We have, and we're willing to tell you how to do it. Check out our awesome strategy guide!



Tales of Destiny Secret Guide ▶ pg. 146 ◀

Just when you thought you completed the game, you find out that you missed an entire 60-floor tower! Not to mention lots of other sub-events that give new meaning to the word "miki-game." No matter how simple *Tales of Destiny* may seem to you, you'll miss half of the game if you simply plow through it without exploring some of the optional events that make it so incredibly deep and entertaining.

So, plug that controller back into your PlayStation. You need to join Stahl and the gang for some of the most involving and brutally tough sub-games and secrets ever encountered in an RPG! Read on for the full scoop.



MAIN MENU



▶ PG. 20 ◀

The latest PlayStation news and up-to-the-minute info

- ▶ ECTS Coverage.....▶ PG. 20 ◀
- ▶ Gossip.....▶ PG. 22 ◀
- ▶ Q&A: Mike Ellis and Dave Crook.....▶ PG. 26 ◀
- ▶ Checkpoint! Game Release Schedule.....▶ PG. 32 ◀



▶ PG. 41 ◀

This month's new games, thoroughly tested by PSM experts



▶ PG. 74 ◀

All the best dirt on tomorrow's hottest games

- ▶ Bust A Groove.....▶ pg. 93 ◀
- ▶ Destrega.....▶ pg. 92 ◀
- ▶ Formula 1 '98.....▶ pg. 78 ◀
- ▶ Game Breaker.....▶ pg. 88 ◀
- ▶ Invasion From Beyond/Guilty Gear.....▶ pg. 96 ◀
- ▶ NBA ShootOut '99/NBA Live '99.....▶ pg. 100 ◀
- ▶ NHL Faceoff/NHL '99.....▶ pg. 114 ◀
- ▶ Pac-Man 3D.....▶ pg. 110 ◀
- ▶ Rally Cross 2.....▶ pg. 86 ◀
- ▶ R4: Ridge Racer Type 4.....▶ pg. 105 ◀
- ▶ Small Soldiers.....▶ pg. 108 ◀
- ▶ Tobu/A Bug's Life.....▶ pg. 104 ◀
- ▶ Tomb Raider III.....▶ pg. 76 ◀
- ▶ Twisted Metal 3.....▶ pg. 75 ◀
- ▶ WCW/NWO Thunder/Dungeon Keeper II.....▶ pg. 74 ◀
- ▶ Xena: Warrior Princess.....▶ pg. 82 ◀



▶ PG. 169 ◀

The latest codes for all you addicts



▶ PG. 174 ◀

You've got questions, we've got answers

- ▶ Link-Up.....▶ pg. 174
- ▶ Pause.....▶ pg. 175
- ▶ Fan Art.....▶ pg. 179
- ▶ Top This!.....▶ pg. 183
- ▶ PS.....▶ pg. 183
- ▶ Marketplace.....▶ pg. 184



▶ PG. 185 ◀

A sneak-peek at what's gonna be hot for next month



GAME INDEX

A Bug's Life.....	pg. 104	NHL '99.....	pg. 114
Armor Core.....	pg. 43	O.D.T.....	pg. 58
Bushido Blade 2.....	pg. 55	PacMan 3D.....	pg. 110
Bust-A-Groove.....	pg. 93	Rally Cross 2.....	pg. 86
Colony Wars: Vengeance.....	pg. 56	Ridge Racer 4.....	pg. 105
Cool Boarders 3.....	pg. 55	Rival Schools.....	pg. 56
Destrega.....	pg. 92	Road Trip.....	pg. 58
Dungeon Keeper II.....	pg. 74	Rollaway.....	pg. 48
Formula 1 '98.....	pg. 78	Running Wild.....	pg. 59
Game Breaker '99.....	pg. 88	S.C.A.R.S.....	pg. 50
Guilty Gear.....	pg. 96	Small Soldiers.....	pg. 108
Invasion From Beyond.....	pg. 96	Spyro The Dragon.....	pg. 50
Kagero Deception II.....	pg. 44	Street Fighter II Col.....	pg. 48
Medieval.....	pg. 59	Tenchu.....	pg. 49
Metal Gear Solid.....	pg. 42	Tobu.....	pg. 104
Motorhead.....	pg. 43	Tomb Raider III.....	pg. 76
NASCAR '99.....	pg. 44	Twisted Metal 3.....	pg. 75
NBA Live '99.....	pg. 100	Unholy War.....	pg. 49
NBA Shootout '99.....	pg. 100	WCW/NWO Thunder.....	pg. 74
NHL Faceoff '99.....	pg. 114	Xena.....	pg. 82

Otaku Station

▶ PG. 182 ◀

Welcome to Otaku Station, the official PSM gift shop—the only place on earth to buy cool official PSM shirts, hats, and other special collectibles. Check it out!

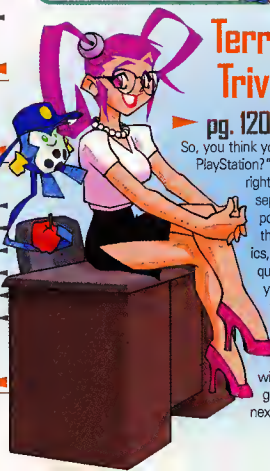


Terribly Tough Trivia Test

▶ PG. 120 ◀

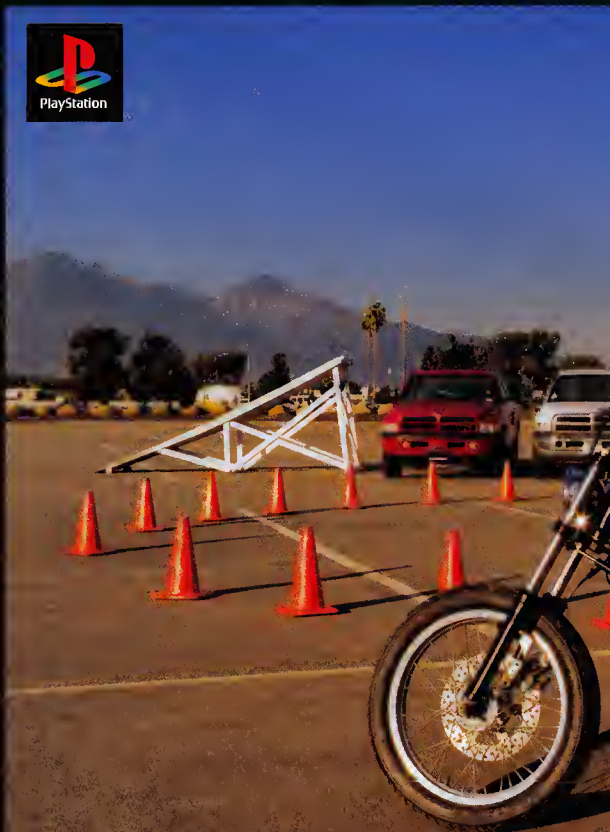
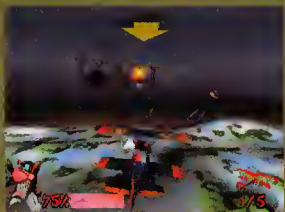
So, you think you're pretty bad-ass, huh? Mr. "King of the PlayStation?" Well, you're gonna have to prove it. That's right, it's a Pop Quiz! Time to separate the real hard-core gamers from the posers. We've put together a thorough exam that covers a wide range of PlayStation topics, so everyone should be able to get some questions right. But to answer most of them, you've gotta be the real deal. And to get all of them right...? Nah, there's no way.

So what are you waiting for? Get out those thinking caps (not the ones that say Parappa on 'em...), sharpen up those wits (remember to use ALL of 'em...) and get going. Good luck, and no copying off the guy next to you!





**"I USUALLY VISUALIZE THE
THAT'S ABOUT ALL**



NAUGHTY DOG



**JUMP BEFORE I TAKE OFF.
THE HELP I NEED."**



After some hard-core training, he's ready to warp through time and take on all-new worlds. Ride down Route 66 on a bike. Dogfight in a biplane. Swim through Atlantis. Or run through the Jurassic era. You up for it? Crash is. He's got an all-new, supercharged body-slam, a double jump, a death tornado spin and a bazooka. You can even play as Crash's kid sister, Coco. CRASH BANDICOOT: WARPED™ is here. And it's his most insane adventure ever.



OH YEAH...HE'S READY.

www.playstation.com

GREATEST HITS

RAYMAN®

THE BEST PLATFORM GAME
FOR THE PLAYSTATION™



MEGAWARD
GAMEPAN

GAME OF THE MONTH
ELECTRONIC GAMING MONTHLY

EDITOR'S CHOICE AWARD
COMPUTER GAMES STRATEGY PLUS

BEST CHARACTER
BEST ANIMATION
BEST SOUNDTRACK
1996 VIDEO GAME BUYER'S GUIDE

A+
ENTERTAINMENT WEEKLY



BEST GRAPHICAL ADVENTURE
DIGITAL TURF TV



THE WORLD'S GREATEST ACTION HERO

OVER 2 MILLION RAYMAN FANS CAN'T BE WRONG!



COMING IN 1999 FOR YOUR
NINTENDO™ 64, PLAYSTATION™ AND PC

RAYMAN 2

THE GREAT ESCAPE

CHECK IT OUT AT
WWW.RAYMAN2.COM

AVAILABLE AT YOUR LOCAL VIDEOGAME RETAILER

K·B toys
TOYS'R'US

BEST BUY
Babbage's
America's Software Headquarters

EB
electronics
boutique

Ubi Soft © & © 1998 Ubi Soft Entertainment, Inc. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. WWW.UBISOFT.COM

MONITOR

your complete source for all the latest in playstation news, topics, and 32-bit culture

These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

ECTS Highlights

Interesting new games shown at European Trade Show

This year's European Computer Trade Show (ECTS) was held in London in early September. As has come to be almost a tradition, the show floor was virtually dominated by Sony's monster booth and an immense amount of PlayStation games. In Europe, the PlayStation is even more dominant over the other systems than it is here in the U.S., and you can tell just by the huge Sony presence on the floor. Unfortunately, due to the show's smaller size in comparison to E3 (held earlier this year), most products were already seen at the bigger U.S. show. However, a few titles of interest were shown for the first time. Note: PlayStation screenshots weren't available for some games, so some of these shots are from their PC counterparts.

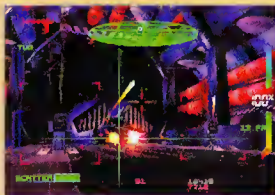


▲ As you can see by the large sign in the background, Sony had a huge presence at this year's ECTS.

G-Police 2

Publisher: Psygnosis
Developer: Psygnosis

The sequel to the popular "hovercraft" shoot-'em-up was on display for the first time at this show. Psygnosis reps promised tighter control as well as the insane graphics the series has been known for.

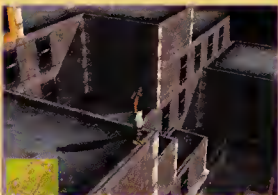


▲ Once again, the graphics in the game are beautiful with lots of colored lighting everywhere.

Urban Chaos

Publisher: Eidos
Developer: Mucky Foot

This game is being developed by a whole bunch of ex-Bullfrog employees and involves hunting down criminals in beautifully realized 3-D cities. The game doesn't seem too far along in its development, but so far it looks quite promising.



▲ Of course this game is still really early, but the shots that we've seen look simply amazing.

Rollcage

Publisher: Psygnosis
Developer: Psygnosis

This is a rather unique-looking racing game, in which you drive a car with huge tires that allow it to race either right side up or upside down. The tracks are still early, but they boast creative designs and move very fast. Plus, Psygnosis has a very impressive racing track record.



▲ As you can see, the car has a very unusual design that allows it to flip over and keep rolling. This should make for whacked-out gameplay.

Saboteur

Publisher: Eidos
Developer: Unknown

This title looks almost like a 3-D update to the classic *Shadow Dancer*. You explore large, 3-D environments while chopping up people with your big sword and using your dog to help you out in tough spots. Saboteur plays more like a beat-'em-up than anything else at this point.



▲ You play a bad-ass with a sword and your job is kicking some serious butt. To top it off, you get an attack dog like in *Shadow Dancer*.

PERIPHERAL REVIEWS

PRODUCT NAME: PlayStation Racing System

RELEASE DATE: Available Now

COMPANY: Act Labs

PRICE: \$59.99

The steering wheel is the most luxurious of any on the market today. The construction is solid with an appealing design, and the wheel itself is actually, fake leather. The buttons are conveniently located, with a shifter on the shaft just like in a Formula car. The RS even has a very pleasing new car smell—it really feels like you've purchased a bit of luxury.

The main sign of a good steering wheel is how tight the resistance is when you turn it, and the RS is one



PlayStation Hardware Change

The latest hardware revision makes life difficult for would-be mod-chippers

It has been confirmed that Sony has shipped another PlayStation hardware revision to U.S. shores. Dubbed the 9000 series, these new PlayStations will remain functionally the same as the 7000 series (known here as the Dual Shock system), but it will be much harder to install a mod-chip in them.

One of the ways Sony is discouraging users from putting mod chips into the new systems is by rearranging the main motherboard and making it much smaller. The smaller board should make soldering a mod chip to it much more difficult, hopefully cutting down on people who use their PlayStations to play imports or illegal gold and silver copied CDs. We are unable to confirm it at this point, but the new systems are also supposed to be harder to open up—the consoles may even be sealed. The smaller board also might be the first sign that Sony is thinking of putting its PlayStation hardware inside other consumer systems like TVs or DVD players. If so, however, nobody at Sony is talking.

Several revisions have been made to the PlayStation board to date, each identifiable by the serial numbers on the back of the PlayStation as well as certain changes to the boards. The numbers range from the 1000 series, which were the first to come out in the U.S., to the 7000 series, which is the newest board before this one.

▼ The new model PlayStation promises to score off would-be hackers. Has Sony finally put an end to mod-chipping?



More Tomb Raider Figures!

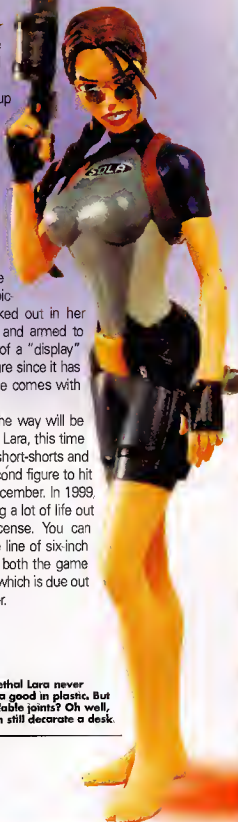
Playmates has big plans for everyone's favorite heroine

With *Tomb Raider III* imminent, the marketing hype around gaming's most famous adventurer is ramping up again. That's right, Lara Croft is back and this time with a new action figure line.

The difference this time around is that the folks at Playmates are producing the figures instead of Toy Biz. The first figure we'll see is the nine-inch Lara figure pictured here. She is decked out in her *Tomb Raider 2* wetsuit and armed to the teeth. This is more of a "display" figure than an action figure since it has no moving joints and she comes with her own stand.

The next figure on the way will be another nine-inch posed Lara, this time wearing her trademark short-shorts and tank top. Expect the second figure to hit stores sometimes in December. In 1999, Playmates will be getting a lot of life out of the *Tomb Raider* license. You can expect a complete line of six-inch action figures for both the game and the movie, which is due out next November.

► Yow! Lethal Lara never looked so good in plastic. But no bendable joints? Oh well, she can still decorate a desk.



NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► Natsume has picked up the rights to bring *Bust-A-Move 4* to the U.S. The game, named *Puzzle Bubble 4* in Japan, is the latest sequel to the addictive puzzler released years back. This version features allows four people to go head-to-head simultaneously.

► U.K.-based Hammerhead Studios will be doing the PlayStation conversion of *Quake 2*. Hammerhead was responsible for *Shadow Master* from Playgroup, so it has experience making good-looking first-person shooters. The game is said to retain its deathmatch mode, and the levels for deathmatching will be developed randomly.

► Activision has signed a deal to publish all of LucasArts' games for the next two years. LucasArts has several titles still coming for the PlayStation, including *Indiana Jones and the Infernal Machine* and some unannounced *Star Wars* projects.

► European juggernaut Eidos purchased Crystal Dynamics, the makers of *Gex*, *The Uncanny X-Men*, and the upcoming *Kain 2: Soul Reaver*, for the sum of \$47.5 million. The deal will not affect any of the titles in production. Crystal's name and identity will remain intact, and the company will still maintain its creative independence.

► ASC has licensed the *Animaniacs* animated characters to be used in its next version of *Ten Pin Alley*. The game will retain the same feel as the original but will now have the *Animaniacs* (and costars) as the playable characters.

► 989 Studios has acquired the *Xena: Warrior Princess* game from Universal Interactive. *Xena* is currently set to be released in the Spring of '99.

P

the tightest available. The turning radius is also very generous. The wheels are the best on the market today; they are well weighted with a space for your left foot. One of the nearest features about it is that you can use it with just about any system on the planet, ranging from the PlayStation to the PC and all the consoles in between. It is able to do this through a unique system of cartridges that plug into its back. Want to hook the wheel up to an N64? No problem—

just go out and pick up the correct cartridge for \$19.95 and swap it with the PlayStation's. This system should mean that the wheel will also be compatible with any future consoles.

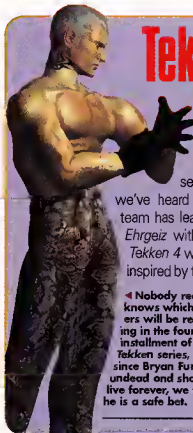
The RS does have a few negative points. Unfortunately, you can't program the RS in any way. The main issue we have with this wheel, however, concerns setting it up. It can only be attached to the edge of a table top. You can't hold it in your lap, you

can't set it on a table, and if you want to attach it to a table top the table has to be a certain width. If you have the perfect place for it, then this could be the wheel of choice. If you play from the couch, then the GS just doesn't cut it. No matter how nice a wheel is or how well it works, what is the point if you have no place to set it up?

RATING: ★★ ★ 1/2

GOSIP

You want more than just the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Look no further, because PSM always has its ear to the wall...



Tekken 4 Murmurings

Some underground chatter is going around about what is probably one of the hottest sequels coming. The first thing we've heard is that Namco's Tekken 4 team has learned a lot from its work on Ehrgeiz with Dream Factory, and that Tekken 4 will feature a lot of new ideas inspired by this experience. Look for arenas that feature several different levels to fight on, as well as the ability to run around the ring in a free-roaming mode. No word has been heard on a

◀ Nobody really knows which fighters will be returning in the fourth installment of the Tekken series, but since Bryan Fury is undead and should live forever, we think he is a safe bet.

release date, but rumors say Tekken 4 is in development on a "new" system, which could either be Sega's Dreamcast or possibly PlayStation 2. In fact, rumors have leaked out that Sony will be showing its upcoming arcade hardware that's based on PlayStation 2 (similar to the way System 11 was based on the first PlayStation) at the next JAMMA (Japanese Arcade Machine Manufacturers Association) show in Japan. This display will be behind closed doors for arcade developers interested in making games for the hardware. The system is even said to be running an early version of Tekken 4...



▼ Tekken 4 will supposedly have multilevel environments like those found in Ehrgeiz.

Gran Turismo 2 Takes Shape

This year's European Computer Trade Show was a cornucopia of GT2 rumors. The first rumor we heard was that the designers of GT2 were into heavy negotiation with Ferrari to get its cars into the next version of the game. It certainly would be cool to have this line of high-end sports cars in the mix. The other rumor circulating the show floor was that GT2 will be including rally tracks, which would definitely put a whole new spin on things.



▼ Adding Ferraris to Gran Turismo 2 would just be awesome. How often do you get to play with one of these beauties in real life?

Square Remains Exclusive to PlayStation

Despite claims that SquareSoft is working on a DreamCast version of *Final Fantasy* and an N64 version of *Secret of Mana*, a SquareEA insider said that all of the games in development by SquareEA are currently for the PlayStation only. Rumor has it, in fact, that SquareSoft will be PlayStation-only for the foreseeable future and won't be developing for new hardware (except possibly for the PC) until PlayStation 2.

► For the foreseeable future, only PlayStation will get new Square games like *Parasite Eve* and *Xenogears*.



More Big RPGs

Two monster RPGs, Enix's *Star Ocean: Second Story* and GameArts' *Lunar: Eternal Blue*, are looking to be picked up and brought to the U.S. in 1999. If the rumors are to be believed, *Star Ocean: Second Story* is currently under heavy scrutiny by Sony itself for localization and domestic release. The story with *Lunar: EB* is a little more vague. Victor Ireland, the head of Working Designs (which is also bringing over *Lunar: Silver Star Story*), has made some strong hints online that the sequel will be making its way to the States next year. Add the arrival of *Final Fantasy VII* next year and 1999 is truly shaping up to be a great year for RPGs.



◀ The Lunar series originally comes from the Sega CD, where it had a huge following. The second game in the series is now being updated for the PlayStation.

PlayStation 2: T-Rex?

One of the most interesting rumors around is that the internal project name for the upcoming PlayStation 2 is "T-Rex." Supposedly, even a working prototype board is in existence and making its way around certain first parties under this name. The board is reported to be "very early," however. Much like all of the names that came out for the Dreamcast, this one is to be taken with a grain of salt. Let's just hope the final name doesn't turn out to be something like "HappyWishCast."



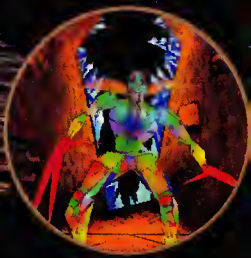
SIR DANIEL
FORTESQUE

~

715-747 A.D.

847-

MEDIEVIL™



© 1999 Twentieth Century Fox Film Corporation. All rights reserved. Fox, the Fox logo, and the Fox Searchlight Pictures logo are trademarks of Twentieth Century Fox Film Corporation. Fox Searchlight Pictures is a trademark of Twentieth Century Fox Film Corporation. Fox Searchlight Pictures is a trademark of Twentieth Century Fox Film Corporation.

LOOKS LIKE SOMEBODY WOKE UP ON THE WRONG SIDE OF THE COFFIN.



It's not every day that you're awakened from the dead. Much less to battle scarecrows, zombies and flying clocks for the honor of your kingdom. Poor Sir Dan. He's the undead knight on a gothic quest to avenge the forces of darkness. The dead are now undead. The living are crazed maniacs. And the once-mild-mannered pumpkins are now cold assassins. But Sir Dan's got a mighty arsenal—from crossbows, axes and daggers to lightning rods, swords and the occasional chicken drumstick—to fight his way through a dazzling 3-D journey. Although after being dead for 100 years he probably could just kill them with his morning breath.

MEDIEVIL™

www.playstation.com



Q & A

This month we got to talk to both Mike Ellis, the Lead Designer and Dave Crook, the Art Director for *Colony Wars: Vengeance*. Mike conceptualized the *Colony Wars* universe from the beginning. Dave is responsible for the look of the new ships and surrounding universe in this fantastic sequel.



PSM: What would you say was your biggest influence from all of sci-fi in creating the *Colony Wars* universe?

ME: It's not one thing...it's books, it's films, it's TV, it's other games. It's an amalgamation of all those together. I suppose I could give you the obvious answer of *Star Wars*. My grandparents took me to see *Star Wars* when I was very young.

PSM: The first game's story line seemed to be based loosely on the American Revolution. Is there a specific historical background that you based the newest story line on?

DC: We just kind of flipped the scenario around. I don't think we've ever consciously made that decision to say, oh, it's based on this historical scenario.

ME: I think people are finding in it what they like. The original was never really the American war of independence or the Civil War or anything like that. We wanted to create a scenario where there were two sides fighting over something that they each needed in order to survive. There was meant to be no real bad guys in that scenario. You might kind of sympathize with both sides, but only one can win.

PSM: So with *Vengeance*, where has that story line gone?

ME: In the original game, the Navy was made out to be the bad guys, and this time around we're trying to show that the Navy couldn't survive without the League Of Free Worlds, because the League was trying to break free from Earth and take away from them the resources they needed, which was the hope of mankind. So the Navy is very bitter at the way they've been treated and they're back for their vengeance.

PSM: The story line to the two games sometimes seem like teasers to something bigger out there that has already been conceptualized. Will fans ever get the complete story?

ME: We have a massive background work that we've done that helps us tie everything together. We've created a

universe that everything can sort of fit into now. The problem we find is how we can press all this down into a game. You know, we could put maybe ten hours of FMV in it and tell you the story, but then we'd never finish the game.



▲ *Colony Wars 2* improves in every way imaginable over the original game, which was quite stunning in its own right.

DC: There is a vast potential in the story's design, really. It's not accidental. It's just kind of a tricky juggling act. There is just so much. It could really go in any direction.

PSM: Well, where exactly would you like to see the future of the series go from here?

ME: Right now, we're not really looking that far into the future.

PSM: Sure, but are you guys totally willing to say that the *Colony Wars* saga doesn't end here?

DC: We've master designed it so it's wide open, so we can't say, oh, it's designed so that it goes this way or it's designed so it goes that way. You know, we can't decide here.

ME: We couldn't really take a call on that right now. It's not up to the people in this room to say "yes, there will" or "no, there won't."

PSM: Yeah, well let me go ahead and tell you we would love to see this series continued.

ME: There's always more we can do.

DC: The potential is never ending, so who knows?

PSM: Aliens make an appearance in *Vengeance* somewhere down the storyline. Are these the same aliens that were hinted at in the secret ending from the last game?

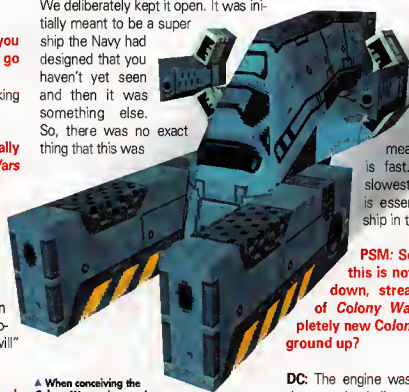
"THE SHIPS ARE FASTER... MORE INTUITIVE GAME CONTROL... YOU KNOW, THE SLOWEST SHIP IN THIS GAME IS ESSENTIALLY THE FASTEST SHIP IN THE LAST GAME."

ME: Right. The last game's "sort of secret" ending didn't really hint as to whether it was aliens or something. It's just something else that comes along. We deliberately kept it open. It was initially meant to be a super ship the Navy had designed that you haven't yet seen and then it was something else. So, there was no exact thing that this was

PSM: How do you plan on outdoing an already brilliant game?

ME: The first thing that we did when we approached *Vengeance* was to take the original game apart to find out what we had done well and where there was room for improvements. We listened to people like journalists. We listened to consumers who had bought the game, then we slowly started to collect all this information and look at it and see what ideas we wanted to add in ourselves.

So from that, we've added things like upgradable ships. There are weak spots on these new battle ships where you can systematically destroy your target. We have brand-new weapons. We have tweaked weapon functionality for the existing weaponry in the game. All new ships. Some ships have animated sections, and the game has new landscape missions. These were something we wanted to include in the first game because it seemed like a natural progression. We also have our boss-type characters, the Sentinels.



DC: The ships are faster... More intuitive game control... Much more sort of conscious operating from the player, so it means your gameplay is fast. You know, the slowest ship in this game is essentially the fastest ship in the last game.

PSM: So you'd say that this is not just a stripped down, streamlined version of *Colony Wars*, but a completely new *Colony Wars* from the ground up?

DC: The engine was actually stripped down and rebuilt and streamlined. It made it a lot more efficient... The art is all completely new, because the story line has moved on a hundred years. Everything has completely evolved.

ME: The biggest designing goal from

▲ When conceiving the *Colony Wars* universe, the designers took inspiration from everywhere.

meant to be that we had to then carry on to *Vengeance*. It was just leaving you with a little bit of "what if?"

the game designer who is programming it and such is that no one in the end could say that this was a sequel. It was always meant to be able to stand on its own.

PSM: What inspired the many different ship designs?

DC: Partly, the story line helped. We started with that. For the Navy, everything has to be very practical with a touch, kind of pragmatic, industrial look. The bad guys are rich and have all the resources, so they have these huge, enormous art-deco ships and it's all very grand and flashy. Plus, every game should have a huge gun in it. There are enormous super guns that we've got in there. The ships are basically guns with engines. We wanted to go for a certain sort of look.

We also asked, well, how do these ships behave? What kind of technology would they have? Every single object in that game, everything, was first designed and engineered, which leads to it looking good in its own way. You know, like something that would come off ugly to one person would be beautiful to another person. But that's how we worked here. Rather than just slap things together, it was done on purpose. Everything was engineered. So that's where you get the feel. There is a family resemblance throughout the ships, all the way through. I find that story line gives you the appearance of the ship.

PSM: I think that's one of the key reasons people are so into the designs of the spaceships, because it looks like someone thought about how the spaceship would actually work and function in space.

DC: I'm a really strong supporter of that kind of attitude. I mean, if you want to

it, you know. Like "Obviously, this makes sense. Yeah.

PSM: How did the land-based missions come about?

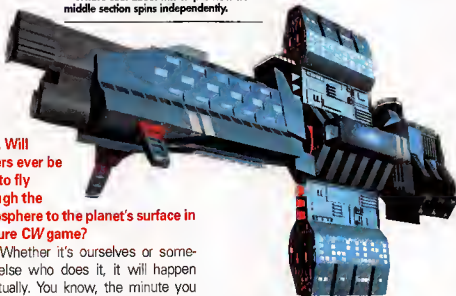
ME: The land-based missions kind of started off as a pet project for one of the programmers. The next thing you know, we walked in one day and he goes "Have a look at this." And it was like, "Yes. We like that. We like that big



▲ Inspiration for ship design is drawn from the story line as well as military hardware and space ships from the movies.

time." Then we were kind of secretly working on it for a long time to make sure that it was going to be a viable option in the game, just in case we had promised the world and then for some reason they had to be omitted from the game. I think they turned out really, really well and they add a lot to the game.

▼ What's cool about this ship is how its middle section spins independently.



PSM: Will players ever be able to fly through the atmosphere to the planet's surface in a future CW game?

ME: Whether it's ourselves or someone else who does it, it will happen eventually. You know, the minute you finish something, someone else says, "I can do that a bit better" and it just kind of evolves.

PSM: How are the physics different this time around?

DC: You'll notice in the game that when you're playing, your ships have little retros and there is a code effect in there so you have a little burst of flame, a little burst of energy there. They are just little touches, but they also denote the fact that we're using very hands-on physics.

ME: It's not a simulator; we don't do an awful lot of physics because that could

come between the fighter and the game. We only use the physics that we deem necessary.

PSM: Mike, what is your absolute favorite moment from the original Colony Wars?

ME: Um, I don't know, just different things for different reasons. I always used to love playing the second mission on the first game. It was simple: pro-

"I LIKE THE LEONOV FROM 2010... IT'S JUST A BIG, PRACTICAL, UGLY SHIP THAT DOES ITS JOB AND IT DOES IT REALLY WELL..."

tecting some cargo transporters. It was a really fun mission for me. I built it myself, so I spent probably hundreds of hours playing it.

PSM: Dave, what is your favorite moment from Vengeance?

DC: Um, let me think. I imagine the giant spider mech would have to be it, because it's just huge and he's lumber



▲ Colony Wars was the first space game to really give the player a true feeling of speed. The flying space dust really helps the illusion.

the Navy battle cruiser.

PSM: Okay.

ME: That's cool.

PSM: So, back to the question.

DC: The entire sci-fi... in the whole world... what's your favorite ship? Oh...

ME: Can we get back to you in a year?

ME: I really like the super starters.

DC: I like the Leonov from 2070. That was one of our inspirations when we were building stuff, because it's just a beautiful, big, practical, ugly ship that does its job and it does it really well and it's there, you can't miss it.

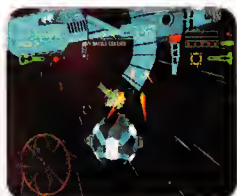
PSM: Is the pressure from yourselves to create a better game worse than the outside pressures?

DC: It literally boils down to professionalism and enthusiasm. The entire team is such an enthusiastic team. You've got to be... You can be the most professional person in the world, but if you're cold, if your heart is not in it, then...

PSM: Well then, what's the point?

DC: ...You're just doing formula products and we don't do that. The team is in that disc.

PSM: Well, it totally shows. Thanks guys for your time, and for creating such an incredible couple of games for our PlayStations.



▲ The massive ships from the first game got even bigger for the second time around, and now they have moving parts.

do a wild and wacky fantasy game, great; then you can. There are no rules. But we want to give people, kind of subconsciously, the feeling that when they are looking at stuff, even if they're not consciously thinking, the feeling of "yeah, this works." They feel right with

ing around and you're flying around it, attacking from all angles.

PSM: That's one of the game's land-based missions?

DC: Yeah.

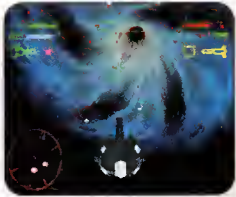
PSM: What is your favorite ship from Colony Wars: Vengeance?

DC: Diablo.

ME: Um, I think Diablo.

PSM: What's your favorite spaceship from all of sci-fi?

ME: Actually, I've changed mine. I like



▲ Beautiful graphics like these are the norm for the Colony Wars 2. When it comes to creating an exciting space environment, it's easily on top.

Deploy.

Destroy.



Destructive Weaponry



Intense Combat



Lead and Level Everything



Limitless Worlds



~~Then relax over a cold one.~~

All other trademarks and/or trade names belong to their respective owners. © Computer Entertainment Inc.

3DO™ Take serious action. Uprising™ X is the only action game on the PlayStation® game console to truly immerse you in epic sci-fi warfare. Command brigades of sci-fi troops, tanks, gunships and bombers while fighting right alongside them on the battlefield of the future. Unload hi-tech firepower against your friends in explosive two-player mode. It's intense. It's furious. It's why PlayStation Magazine said "Uprising X packs serious action-plentiful gameplay with great graphics and sound" and made it one of its "TEN MOST WANTED GAMES."

www.3do.com



The Sequel to 1997's Action Game of the Year*



Officially licensed product of the NFL Players and NFL Properties. NFL shield design is a registered trademark of the National Football League. Team names, nicknames, logos and other indicia are trademarks of the teams indicated. ©1998 NFLP. Players Inc. 93 is a registered trademark of the NFL Players. ©1998 Players Inc. PlayStation game developed by 989 Sports and PlayStation Interactive, Inc. PC game developed by 989 Sports. Authentic Football Intelligence, 989 Sports and 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. Windows is a registered trademark of Microsoft Corporation. The SOFT Interactive logo is a trademark of SOFT Interactive, Inc. ©1998 Sony Computer Entertainment America Inc. Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

H HE WENT 92 YARDS, BROKE TWO
TACKLES, JUKED ONE CORNER AND BLEW
THE NUMBERS OFF THE FREE SAFETY.
C'MON, LET THE GUY DANCE.

Football doesn't get any more real than NFL GameDay '99. This year, we've given NFL GameDay '99 a stadium full of new features, like all-new graphics and gameplay, brilliant sportscasting by Dick Enberg and Phil Simms, and Authentic Football Intelligence," a new innovation which has players thinking and reacting just like they do in the pros. NFL GameDay '99 by 989 Sports. Take a few snaps and you'll see why it's the best-selling football game around.

**NFL
GAMEDAY
99**



www.989sports.com



CHECKPOINT!

The PSM Release Schedule

We've listed every upcoming PlayStation game we can think of. However, keep in mind that these dates often change. It's still fun to look forward, though!

PlayStation Charts

Your monthly look at the best-selling PlayStation games



The EB Chart (For August)

For millions of fans, all they need to see is John Madden on the box.

This month's chart-topper should come as no surprise to football fans. Once again, EA's mighty *Madden* series has claimed its place as the top-selling game in the land. This, despite strong competition from Sony's *GameDay '99*, which came in at the four-spot.

- 1 ► **Madden '99**
- 2 ► **NCAA Football '99** - EA gets the double-whammy
- 3 ► **WWF Warzone** - Puttin' the Stunner on the competition
- 4 ► **NFL GameDay '99** - Only 4th place? C'mon, people!
- 5 ► **Gran Turismo** - Falling three spots to #5 this month
- 6 ► **Grand Theft Auto** - Controversy keeps it in the top 10
- 7 ► **Wargames: Defcon 1** - War strategy is alive and well
- 8 ► **NFL Extreme** - Football fans just can't get enough!
- 9 ► **Tekken 3** - Uh oh, is *Tekken 3* finally headed off the chart?
- 10 ► **Elemental Gear Bolt** - Hanging tough at #10



NPD Chart (For July)

With cable's most popular program behind it, WWF takes home the gold

Every month NPD (a market research company) surveys a host of retailers to find out which games are selling the best. In June, the top honor went to Acclaim's *WWF Warzone*. Surprised? You should-n't be; wrestling games have always done extremely well.

- 1 ► **WWF Warzone**
- 2 ► **Gran Turismo** - Falling a spot to #2, but still going strong
- 3 ► **Mortal Kombat 4** - *MK4* actually climbed a spot
- 4 ► **NFL Extreme** - Making a big debut this month at #4
- 5 ► **Road Rash 3D** - Falling a couple notches from #3
- 6 ► **Tekken 3** - Taking a big drop from the two-spot
- 7 ► **Triple Play '99** - Moving up two thanks to home-run fever
- 8 ► **Tomb Raider** - Not only is it still selling, it's moving up!
- 9 ► **Crash Bandicoot** - Wow, what staying power
- 10 ► **MLB '99** - Batted away by '99 '99 but hanging in there

COLOR KEY

Green: Release has changed since last month
Red: A brand-new addition to the list this month

4TH QUARTER GAMES

October	
999 Studios	Snowboarding
999 Studios	Hockey
999 Studios	Racing
Activision	Classics
Activision	Action/Adv.
Activision	Pool
Activision	Action
Alpha Software	Educational
Alpha Software	Educational
Capcom	Fighting
Crystal Dynamics	Combat Strategy
GT Interactive	Action
Jaleco	Action/Strategy
Konami	Action/Adv.
Midway	Racing
Psychosis	Racing
Psychosis	Strategy/Shooter
Radical Ent.	Basketball
Radical Ent.	Snowboarding
Sony CEA	Action/Adv.
Sony CEA	Shooter
THD	Action/Adv.
Ubi Soft	Tennis
Virgin	Fighting
300/Cyclone Studios	Action/Strat
300/Cyclone Studios	Shooter/Strat
999 Studios	Dancing
999 Studios	Sports
999 Studios	Football
999 Studios	Racing
999 Studios	Action
Accolade	Snowboarding
Accolade	Racing
Activision	Action/Shooter
Activision	Shooter
Activision	Action
ASC	Action/Shooter
ASC	Racing
Asci	Billiards
Atus	Racing
Atus	Action
Atus	Adventure
Berkley Systems	Fighting
Crystal Dynamics	3-D Action/Platform
Edios	Action
Edios	Action/Adv.
Electronic Arts	Basketball
Fox Interactive	Racing
GT Interactive	Action
GT Interactive	Action/Adv.
GT Interactive	Platform
GT Interactive	Racing
Army Men 3D	
Uprising X	
Back A-Groove	
NBA ShootOut '99	
NCAA GameBreaker '99	
Rally Cross 2	
Twisted Metal 3	
Big Air Snowboarding	
Test Drive 5	
Apocalypse	
Asteroids	
Tai Fu	
Dead in the Water	
Jeff Gordon Racing	
Backstreet Billiards	
Bombberman Fantasy Racing	
Bombberman World	
Eggs of Steel	
Gulity Gear	
You Don't Know Jack	
Street Fighter II Collection	
Along the Heartless	
Ninja: Shadow of Darkness	
Tomb Raider 3	
NBA Live '99	
Team Lotus RC Racer	
Beavis & Butthead	
Do Hollywood	
Duke Nukem: A Time to Kill	
Oldworld: Abe's Exodius	
Streak	

Maduro	Action	Contipede
Maduro	Game Show	Jagyard
Maduro	Board Game	Life
Maduro	Game Show	Wheel of Fortune
Hot B	Fishing	Black Bass with Blue Marlin

Interplay	Action/Platform	Earthworm Jim 3-D
Interplay	Action/Platform	Messiah
Konami	Action/Adv.	G-Shock
Konami	Fighting	Kensai - Sacred Fist
MGM Interactive	Action	Tiny Tank: Up Your Arsenal
Midway	Simulation	RC Stunt Copier
Mindscape	Action	Attak Attack
Mindscape	Racing	Wrecking Crew
Psychosis	Space Combat	Colony Wars: Vengeance
Psychosis	Strategy	Global Domination
Psychosis	Strategy/Puzzle	Learnings
Radical Ent.	Hockey	ESPN Digital Games
		National Hockey Night

Sony CEA	Action/Adventure	A Bug's Life
Sony CEA	3-D Action/Platform	Crash Bandicoot

Sony CEA	1st-Person Shooter	Legion
Square/EA	Action/RPG	Brave Frontier
Square/EA	Fighting	Bushido Blade 2
Square/EA	RPG	Xenogears
Take 2	Action/RPG	Monkey Hero
Tecmo	Action/RPG	Kaparo Deception II
THQ	Action/Adv.	Rugrats
THQ	Fighting	Shao Lin
Titus	Action/Adv.	Superman
Ubi Soft	Car Combat	S.C.A.R.S.
Interplay	Football	VR Football '99
Working Designs	RPG	Lunar Silver Star Story - Complete

December

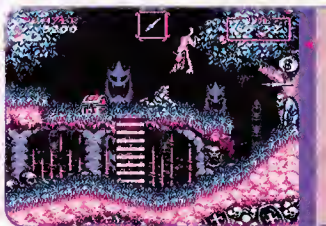
Accolade	Simulation	Constructor
Accolade	1st-Person Shooter	Duke II
Electronic Arts	Soccer	RFA '99
Electronic Arts	Self	Tiger Woods '99
Fox Interactive	3-D Action	Croc II
GT Interactive	Action/Shooter	Invasion From Beyond
Interplay	Space Combat	Star Trek: Klingon Academy
Konami	Party	Poy Poy 2
Psychosis	Action/Adv.	Contract: The
Shaba Games	Racing	Slipgroove
Sony CEA	Action	Dark Guns
THD	Wrestling	WCW/NWO Thunder
Working Designs	2-D Platform	Silhouette Mirage

Other Fourth-Quarter Releases

Accolade	Action	StarCon
Accolade	Racing	Test Drive: Off-Road 2
Asci	Mech Combat	Armored Core: Project Phantasma
Asci	Horror	Clocktower 2
Bardel	Fighting	Critical Blow
Bardel	Platform	Tail Concerto
Electronic Arts	Action/RPG	Dungeon Keeper 2
Electronic Arts	Strategy	Populous: In The Beginning
Infogrames	Racing	Snow Race
Interplay	Gambling	Casino Palace II
Midway	Action	Assault
Psychosis	Strategy	Sentinel 2
TIG Publishing	Fantasy	Kingdom II: Shadon

Gamewatch: Capcom Generations

We may have some bad news for classic Capcom fans. The planned *Capcom Generations* collections have fallen off the earth, and are in indefinite hold. The reason? Well, we've heard through the rumor mill that once again, Sony is giving Capcom a hard time about releasing non-3D games. What we want to know is, what's the difference between *Generations* and Namco's *Museum* series?



1ST QUARTER '99 GAMES

January		
989 Studios	Basketball	NCAA Final Four
Crystal Dynamics	3-D Action/Adv.	Legacy of Kain: Soul Reaver
Koei	Fighting	Destrega
Psygnosis	Space Shooter	Blast Radius
Psygnosis	Golf	Pro 18 World Tour Golf
Psygnosis	Action	Psyback

February

989 Studios	Action/Adv.	Diabolical Adventures of Tobu
989 Studios	Action/Adv.	Syphon Filter
989 Studios	Action/Adventure	Xena: Warrior Princess
Konami	Action/Adv.	Stent 18R
Namco	3-D Platform	Pac-Man 3D

March

989 Studios	Sports	Xtreme 3D
Res Storm Interactive	Action	Rainbow 6

Other First-Quarter Releases:

989 Studios or Sony CEA	RPG	Star Ocean 2
Activision	Fighting	X-Men
ASC	Action/Platform	Tommy Thunder
Capcom	Fighting	Derikstars 3
Crave	RPG	Shadow Madness
Fox Interactive	1st Person Shooter	Alien Resurrection
GT Interactive	Action	Rebel Moon Rising
KOEI	Strategy	Soldierschild
Konami	Hockey	Blades of Steel
Konami	Basketball	NBA: In the Zone 98
Konami	Action	Soldier II
Midway	RPG	Jackie Chan's Stunt Master
Namco	Light Gun	Time Crisis II
Psygnosis	Shooter	Attack of the Sauerbaum
Titus	Action	Blues Brothers 2001
Virgin	Racing	Superbike World Championship
Westwood Studios	Strategy	C&C: Command

2nd Quarter '99 Games

June		
MGM Interactive	Action	Tomorrow Never Dies

Other Second-Quarter Releases:

Acclaim	Racing	Jeremy McGrath
		Super Motorcross '99
Infogrames	Adventure	Bugs Bunny: Lost in Time
Natsume	RPG	Lufia III: Ruins Chasers

3rd Quarter '99 Games

September		
Square/EA	RPG	Final Fantasy VIII

Other Third-Quarter Releases:

Eidos	Action	Omikron
Natsume	Fishing	Real Fishing 2

4th Quarter '99 Games

November		
Activision	Car Combat	Vigilante 8 sequel

Other Fourth-Quarter Releases:

GT Interactive	3-D Platform	Forty Winks
??	Adventure	To Be Announced
??	Racing	Dark Earth
??	Basketball	Driver
300	Baseball	On 1
989 Studios	Racing	High Heat 2000
Accolade	Golf	Jet Moto 2: Champion Edition
Activision	Horror	Jack Nicklaus Golf '98
Asci	Sim/Adv.	Spiderman
Asci	Horror	Aqua Prophecy
Asci	Fighting	Clockwork 3
Asci	RPG	Fighter Maker
Atlas	Strategy/RPG	RPG Maker
Capcom	Classics	Thousand Arms
Capcom	Classics	Capcom Generation
Capcom	Classics	Volume 1: 142
Capcom	Classics	Capcom Generation
Capcom	Classics	Volume 2: Ghost & Goblins
Capcom	Classics	Capcom Generation Vol. 3
Capcom	Fighting	Street Fighter Alpha 3
Capcom	Fighting	Star Gladiator II
Capcom	Fighting	Street Fighter EX 2
Crystal Dynamics	3-D Platform	Gex 3
Eidos	Action	Whiteland
Electronic Arts	Racing	Moto Racer 3
Fox Interactive	1st Person Shooter	Aliens vs. Predator
Fox Interactive	Action/Puzzle	X-Files
Grodier Interactive	Action	Asghar
Grodier Interactive	Adventure	Dragonflight
Grodier Interactive	Action	Virus 2000
GT Interactive	Hunting	Deer Hunter
Jaleco	Strategy	Necaris: Military Machines
Konami	Action/RPG	Ganbare Goemon
Loonhedge	Strategy	Black and White
LucasArts	Action/Adventure	Indiana Jones and the Infernal Machine
MGM Interactive	Action/RPG	Maximum Gauge
Namco	Fighting	Ergleth
Namco	Racing	R4: Ridge Racer Type 4
Playmates	Strategy/Action	Coverd Wares
Psygnosis	Shooter	Lander
Tecmo	Simulation	Dead or Alive 2
Tecmo	Horse Racing	Gallop Racer II
Tecmo	Simulation	Monster Rancher 2
Ubisoft	Action/Platform	Rayman 2

Gamewatch:
Syphon Filter

A few months back, this game bolted out of nowhere and grabbed everyone's attention. Now, just as suddenly, it's bolted back into obscurity as its been pushed back to next year, in early February. Originally described to us as "Metal Gear meets GoldenEye," our initial impression was that it has little to do with either. It seems to be more of a straightforward action/shooter, but that could change by the time it hits the shelves.

PSM'S MOST WANTED



1 ▶ Legacy of Kain: Soul Reaver

We were seriously bummed when this one got pushed back to January, but now that it's only a couple months away, our excitement has built back up to maximum again. Soon, yessss...

2 ▶ Suikoden II

The first game was one of the best RPGs ever for PlayStation (some say the best), so of course we're gonna be jazzed about the sequel. We've been playing the Japanese demo that came with Metal Gear, and it looks to be just as good as the first. Stay tuned!



3 ▶ R4: Ridge Racer Type 4

YES, the return of Ridge Racer! It seems like it's been forever since the last game. We haven't heard anything on an official release date yet, but hopefully we won't have to wait long!

4 ▶ NBA Live '99

Chris is the big hoops fan here at PSM, so this pick's really for him. Despite its flaws, last year's Live was his favorite B-ball game, so naturally he's pretty pumped about the new one. Now if only Jordan will come back and sign an exclusive deal with EA...



5 ▶ Silent Hill

Mainly, we're dying to see more of this game just so we can tell what it is. Is it the next great Konami hit, or simply a Resident Evil knock-off? Since we only got a small peek at the game back at E3, it's impossible to tell for now.

6 ▶ Time Crisis 2

If you're talking great gun action on the PlayStation, then you've got to be talking Guncon. Any shoot-'em-up game that Namco puts out is pure gold, and after dropping our rent money into the coin-op, we can tell you that Time Crisis 2 really delivers.



7 ▶ Tomb Raider III

Okay, we admit that some of Lara's magic may be wearing off on us, but that only means that she's come somewhat back down to Earth—she's still an angel. We'll always be up for the latest cave romp in Tomb Raider.

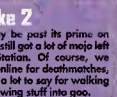
8 ▶ Lunar Silver Star Complete

Blake really has his heart set on this one, and most of the rest of us are really looking forward to the game, as well. Anyone who played the ancient Sega CD game knows how good it is.



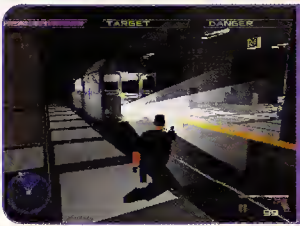
9 ▶ Quake 2

This game may be past its prime on the PC, but it's still got a lot of mojo left for the PlayStation. Of course, we can't all hop online for deathmatches, but there's still a lot to say for walking around and blowing stuff into goo.



10 ▶ Final Fantasy VIII

All right, here we go again. We WILL NOT let this game run our lives for the next several months! It ain't coming out anytime soon, so we can just leave it be. It doesn't control our destiny. We can get by without it...without its sweet, beautiful graphics...[drool]





Join the ranks of the world's fighting elite in Capcom's Fighters Edge*. Collect Fighters Edge proof-of-purchase points every time you buy a Fighters Edge game to earn amazing stuff like a Fighters Edge T-shirt, skateboard, sunglasses or other cool gear (see complete rules and regulations for complete list of awards, point values and redemption information). Plus, you'll be signed up to receive special offers and a chance to win killer prizes - like your own arcade machine!

JOIN FIGHTERS EDGE.



It's free to join! Just complete the entry form in this ad or send a 3" x 5" card with your name, address, phone number and date of birth to:

Fighters Edge, Capcom Entertainment
475 Oakmead Parkway
Sunnyvale, California 94086

For more information check out www.fightersedge.com or call 1-408-774-0400.

GAMEPRO



Offer valid 6/1/98 to 12/1/98. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Fighters Edge proof-of-purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (See www.fightersedge.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Entry points on cards will not be refunded. Points cannot be transferred or used to make a partial list site for any other purpose. Fighters Edge points can not be redeemed for cash. Capcom Entertainment may cancel, restrict or extend this offer at any time. Points are subject to verification. Only original Fighters Edge proof-of-purchase points or original UPC codes are valid from retail packages or from authorized Fighters Edge combis. No reproductions allowed. Points valid only one per game purchase per person. The Fighters Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Prizes and claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, inaccurate, damaged or illegible claim forms. Contact must be recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Fighters Edge members. No purchase necessary. Odds of winning depend on number of registered Fighters Edge members. Sony Computer Entertainment is in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment are final and binding in the promotion are final. Residents agree that awards are presented on the condition of acceptance. GamePro Magazine, Sony Computer Entertainment, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All awards must be postmarked by 6/30/99.

FIGHTERS EDGE FIGHTERS EDGE FIGHTERS EDGE FIGHTERS EDGE



EARN KILLER STUFF.



**Get This Free Kick-Off Kit
Just For Joining!**



Don't Fight It. Join Today!

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

PHONE _____ DATE OF BIRTH _____

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

CAPCOM

© CAPCOM CO., LTD. 1998. © CAPCOM U.S.A., INC. 1998. ALL RIGHTS RESERVED. STREET FIGHTER and CAPCOM are registered trademarks of CAPCOM CO., LTD. RIVAL SCHOOLS, DANGERTEARS, POCKET FIGHTER, STREET FIGHTER, ALPHA and STARS GLADIATORS are trademarks of CAPCOM CO., LTD. MAMEL COMICS, X-MEN, MARVEL SUPER HEROES and all of Marvel Character names, and the distinctive likenesses thereof are trademarks of Marvel Character, Inc. and are used with permission. "Fighter's Edge" is a registered trademark of GamePro magazine; the world's largest multiplatform game publication and the official magazine sponsor of the Capcom Fighters Edge promotion. Reproductions of the Fighters Edge name/logo in whole or part without prior written permission by GamePro Magazine is prohibited. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The retro logo is a trademark of the Interactive Digital Software Association. All other marks are the property of their respective owners.



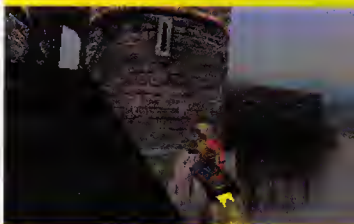
Available at your local retail store.
Order direct at store.gtinteract.com or call 1-800-610-GTS

*Reject the tyranny of gravity with the power of the GEMBlade! Presenting the latest
in hoverboard technology. The tool by which you will defy all laws...
including the law of gravity! This is racing in the pursuit of pure adrenaline.
No authority. No rules. No limits. Just Streak.*

12 dynamic interactive 3D environments



Streak, SingleTrac and the SingleTrac logo are trademarks of SingleTrac, a GT Interactive studio. GT and the GT games logo are trademarks of GT Interactive Software Corp. © 1998 GT Interactive Software Corp. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective companies.



cut your umbilical cord to mother earth

Streak

hoverboard racing

**Pull off wicked stunts:
stoke your confidence & boost your power!**

Head-to-head racing with split screen & cable link!

12 maverick Streakers. 12 bad attitudes.

209.8
3/3

4TH

1ST

4TH

5TH

NEED A HINT? ☎ 1-900-CALL-26T

*\$9.95 per attempt! \$4.95 for first round! *Must have 18+ to play.
©2004 Electronic Arts Inc. All rights reserved. EA GAMES™ is a trademark of Electronic Arts Inc.

hoverboard racing



1-900-CALL-26T

(95¢ per page; \$1.95 for the back maps) Must be 18 yrs. or older, or have parent's permission to call. South town phone only.

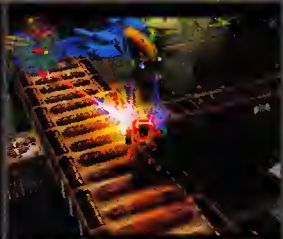


©1996 Electronic Arts, Inc. Electronic Arts, the Electronic Arts logo, and the Electronic Arts logo are registered trademarks of Electronic Arts, Inc. in the U.S. and other countries. "Future Cop" and "L.A.P.D." are registered trademarks of Electronic Arts, Inc. in the U.S. and other countries. "Future Cop L.A.P.D." is a registered trademark of Electronic Arts, Inc. in the U.S. and other countries. THIS PRODUCT IS NOT ENDORSED BY OR ASSOCIATED IN ANY WAY WITH THE LOS ANGELES POLICE DEPARTMENT.

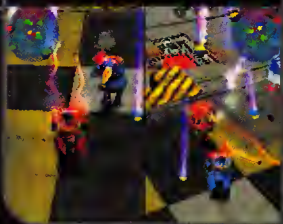
SERVE.
PROTECT.
SURVIVE.



In 2100 B.C., LA has gone to hell. Thankfully, hell is within your jurisdiction. Lawless gangs packin' thermo-nukes, bio-agents and other bad mojo are laying siege to the City of Angels. Keep the peace with this piece. Your standard issue hovercraft, walker, and all-purpose justice dispenser. It's like playing "good cop/bad cop". Only without the good cop.



ELECTRONIC ARTS™
www.futurecop.com



Got Mutant Rats?

**MULTIPLAYER
SUPPORT FOR UP TO
4 PLAYERS!**

Nuke 'em!

The mutant rat invasion is on! And the little rodents have a freakish plot: create bazillions of bizarre and deadly rats bent on trashing everything they can get their filthy little paws on! YOU gotta stop 'em! Become one of the **SCRATCH CATS**, an elite squad of six cat commandos dedicated to protecting the world from its biggest threat yet.

RAT ATTACK!™ is a frenetic hi-res 3-D arcade game with over 50 levels of devilishly devious rodents!

To order: Visit your retailer
or call **1-800-716-8503** with
Visa/MC (North America only).

www.ratattack.com
www.mindscapegames.com



©1999 Puma Entertainment. All rights reserved. Mindscape is a registered trademark and Rat Attack and the Mindscaper logo are trademarks of Mindscape, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and registered trademarks are the property of their respective holders.



REVIEWS

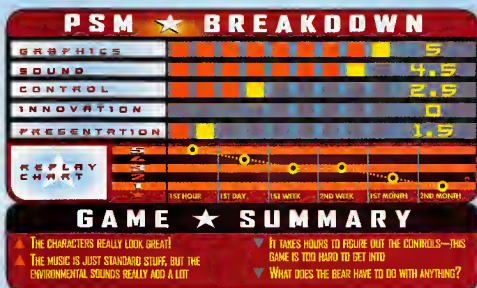
the most honest, dependable, unbiased
playstation reviews on the planet—period

Yes, the PlayStation is incredible—but that doesn't mean all of its games are going to knock your socks off. Our reviews give you the total breakdown on all the latest titles, so you know when to buy and when to cry.

GAMES REVIEWED THIS MONTH :

Metal Gear Solid	pg. 42
Armored Core: Project Phantasma	pg. 43
Motorhead	pg. 43
Kagero Castle of Deception	pg. 44
NASCAR '99	pg. 44
Roll Away	pg. 48
Street Fighter 2 Collection	pg. 48
The Unholy War	pg. 49
Tenchu	pg. 49
Spyro	pg. 50
S.C.A.R.S.	pg. 50
Cool Boarders 3	pg. 55
Bushido Blade 2	pg. 55
Rival Schools	pg. 56
Colony Wars	pg. 56
Rogue Trip	pg. 58
O.D.T.	pg. 58
Running Wild	pg. 59
MediEvil	pg. 59

BREAKING IT ALL DOWN, PSM STYLE



This is the Game Summary, it's kind of like "cliffs Notes" for all you lazy types who won't read the whole review.

These are the categories that we think are most important when rating a game. Each is rated on a scale from 1 to 5.

With our Replay Chart, you can see the potential lifespan of a game at a glance! Some games are great fun at first, but quickly wear thin. Others are tough to get into, but really take off if you stick with 'em. A 5 means that you will be playing it non-stop, while a 1 means its practically in the dust.

THE PSM RATING SCALE

We here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

WHAT THE RATINGS MEAN:



A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!



A really well-done game. If you're a fan of the genre, you should definitely check this one out.



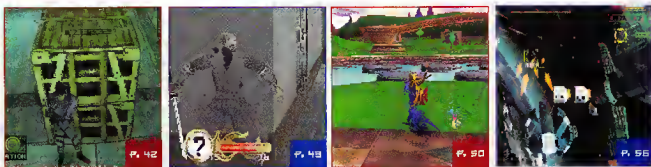
A pretty good game, it has its share of rough spots, but it has some redeeming qualities, as well.



Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.



Don't even make eye-contact with this one—it's not worth one second of your time.



Backlog

These are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed!

Azure Dreams 0001/2
Batman and Robin 001/2
Blasto 000
Bottom of the 9th '99 001/2
Breath of Fire III 00001/2
Broken Sword 001/2
C&C Red Alert Retaliation 0000
Cardinal Syn 00
Crime Killer 00
C: The Contra Adventure 00
Circuit Breakers 0000
Dead or Alive 00001/2
Deathtrap Dungeon 00
Devil Dice 00000
Diablo 00001/2

Einhänder 00001/2
Elemental Gearbolt 000
Final Fantasy Tactics 0000
Fox Sports Soccer '99 01/2
Future Cop: L.A.P.D. 000
G. Darlus 000
Gran Turismo 00000
Heart of Darkness 00001/2
HotShots Golf 0000
Int'l Superstar Soccer '98 0000
Jersey Devil 0001/2
Karta 0000
Madden NFL '99 0000
Master of Monsters: DoG 01/2
Mega Man Legends 0000
MLB '99 000
Mortal Kombat 4 0001/2
Moto Racer 2 000
N2O 001/2
NCAA Football '99 0000
NFL Blitz 00001/2
NFL GameDay '99 00000
NFL Xtreme 001/2
NFS III: Hot Pursuit 00001/2

Parasite Eve 000
Pocket Fighter 00001/2
Resident Evil 2 00000
Road Rash 3-D 0000
Saga Frontier 001/2
San Francisco Rush 00
Sentinel Returns 01/2
Speed Racer 00
Spice World 00
Tales of Destiny 0000
Team Losi RC Racer 001/2
Tekken 3 00000
Theme Hospital 0000
Thunder Force V 0001/2
TOCA Touring Car Champ. 0000
Tombel 0000
Trap Gunner 0000
Triple Play '99 0000
Turbo Prop Racing 0000
Vigilante B '99 0001/2
VR Baseball '99 0001/2
Wargames: Defcon 1 000
World Cup '98 0001/2
WWF Warzone 0000
X-Men Vs. Street Fighter 0000

Metal Gear Solid



▲ Snake questions the DARPA Chief in his cell about the Metal Gear Rex. Unfortunately, the DARPA Chief can't tell Snake much because... Find out for yourself!



	PUBLISHER
Konami	
DEVELOPER	
Konami	
TYPE OF GAME	
Action/Adventure	

◀ When you hide behind an object, the camera will shift to help you view whatever is on the other side.

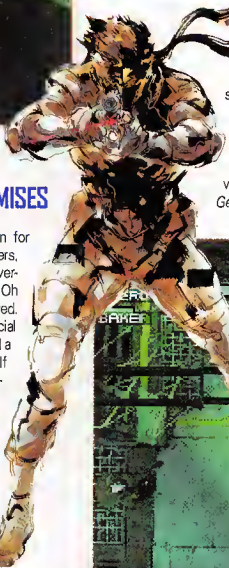
METAL GEAR SOLID DELIVERS ON ALL ITS PROMISES

Metal Gear Solid—the game everybody has been waiting for almost two years to get their hands on. After countless teasers, screenshots, and previews we finally got our hands on a full English version of the game. Was it worth the wait? Does it live up to the hype? Oh yes—this really could be the greatest PlayStation game we've ever played.

You control Solid Snake, soldier for hire and ex-member of special forces team Fox Hound. The new members of Fox Hound have staged a revolution and overtaken an Alaskan nuclear weapons storage base. If their demands are not met within a certain amount of time, the terrorists say they will launch a nuclear missile. Your mission is to infiltrate the base, avoid detection whenever possible, rescue the hostages, and stop the terrorists. If only it was that simple...

The base is exquisitely modeled in real-time 3-D, and Snake can wander it freely. The camera is great and zooms in where appropriate to help you see guards around corners or crawl through tight spaces. In fact, the graphics are all top-notch. The base you must sneak through is huge and realistically modeled; it really feels like you are a part of a movie.

And like any good blockbuster movie, *Metal Gear* has plenty of action. The game has about a dozen weapons to find and use during the course of your mission, and you will need them all. Snake will be taking on Fox Hound members in everything from helicopters to tanks. The six main members of Fox Hound all have their own unique personalities, backstories, and modes of attack.



The first boss you will face is Revolver Ocelot. The shrewdest takeaways around a badly-wounded hostage.



Snow strikes a dramatic pose as he takes the elevator up into the snowfield above.

PSM ★ BREAKDOWN						
GRAPHICS						5.5
SOUND						4.5
CONTROL						4.5
INNOVATION						5.5
PRESENTATION						5.5
REFLEX CHART	1ST HOUR					
	1ST DAY					
	1ST WEEK					
	2ND WEEK					
	1ST MONTH					
	2ND MONTH					

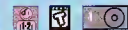
GAME ★ SUMMARY	
▲ THE VOICE ACTING IS GREAT	▼ SHORT GAME LENGTH WILL RUN OUT TIME FOR PS1G FANS
▲ THE MUSIC IS SIMPLY UNBELEAVABLE	▼ THE SOMETIMES OVERLY-COMPLEX STORYLINE MAY BATTLE SOME PLAYERS
▲ ESPECIALLY, IT'S THE PLAYSTATION PINNACLE	

PSM FINAL SCORE:
FINALLY—A GAME THAT'S TRULY WORTH THE WAIT





Armored Core: Project Phantasma



PUBLISHER

ASCII

DEVELOPER

From Software

TYPE OF GAME

Action/Shooter

▲ The Vs. mode allows you to choose from several new arenas to battle in.

FOR THE SERIOUS ARMORED CORE FAN ONLY

A short time after Sony released *Armored Core*, a new title, *Armored Core: Project Phantasma*, came out exclusively in Japan. After nearly a year, this AC title is finally being released in the U.S. The game doesn't have quite enough to call it a sequel; it's more of an add-on. It even allows you to use saves from the original title to take on all new missions (and you will be at a distinct disadvantage if you don't). *Phantasma* has some worthwhile improvements, but this game may have trouble standing on its own if you don't have the original title.

Gameplay is the same third-person mech combat in huge, detailed environments. A large part of the game surrounds buying and selling mech parts like arms, heads, and weapons—you're always trying to improve your mech for each mission. Variety is never an issue between missions, and each one has multiple objectives. There is an infinite amount of combinations and ways to approach each battle. *Phantasma* is also linkable and comes with a two-player split-screen mode.

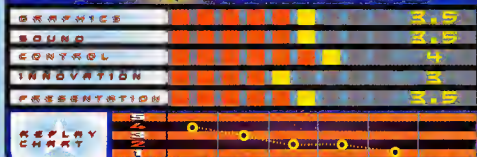
Project Phantasma is unfortunately a bit short on the replay value; it features

only 17 missions that an experienced player can beat in one night. To its credit, the game does sport a brand new Vs. mode where you take your mech into combat against 50 tough opponents. You earn money and mech parts in this mode without having to pay for repairs or ammo. This helps making money easier, which was a problem in the first game. However, *Phantasma* should not be your introduction to *Armored Core*, as the missions become extremely difficult after the first few. If you use your saves from the original game you will be able to cope a bit easier, as you will be able to use more effective (expensive) parts you've already purchased.

The only apparent addition to the translation is a Dual Shock setting. The feedback is neat, but it could have been taken further. A glaring oversight on ASCII's part is the absence of analog control—this game is perfectly suited for it. ASCII also could have cleaned up the gaps in the environment's polygons for the U.S. release.

The gameplay is still solid and *Project Phantasma* is a dream come true for AC fans, although they deserve more than what's offered. For those who never played the original game, pick that up first, beat it, then look into *Project Phantasma*.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ NEW VS. MODE REALLY EXTENDS THE GAME'S LIFE
- ▲ SEVERAL ALL-NEW MECH PARTS ARE REALLY COOL
- ▲ VS. AND TWO-PLAYER REPLAY MODE ARE AWESOME WITH MULTIPLE CAMERA ANGLES
- ▼ NOT ENOUGH MISSIONS TO BE A TRUE SEQUEL
- ▼ NO ANALOG CONTROL
- ▼ OPEN SEAMS IN THE ENVIRONMENTS ARE UNFORTUNATE

PSM FINAL SCORE:
FUN FOR FANS BUT DIFFICULT FOR NEWCOMERS



Motorhead

FUTURISTIC RACING WITH SOME UNFORTUNATE FLAWS

Take the driving physics from *Ridge Racer* and some of the futuristic touches from *Wipeout*, combine them with high-res graphics that run at 60 frames per second, toss in a couple of glaring flaws, and you get *Motorhead*.

Motorhead has all the modes you would expect from a modern racing game: single races, league racing, time trials, and a ghost car mode where you can race against yourself. The graphics are a bit streamlined due to the high frame rate, but the visuals are in high-res, which makes what's there look good. The game has a total of eight different courses, and each carries a different theme and difficulty level. The courses are very well designed with banks, jumps, hairpins and s-curves, and they are easily one of *Motorhead*'s best attributes. Unfortunately, the color palette used for most of the tracks is dark and muted, making for a relatively "blah" feel.

The high-res 60 frames per second mode features you and only two other AI cars. You can race against a field of five cars, but the frame rate drops to 30 FPS and the graphics will not be as clean. You will probably try it once and then go back to

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ HIGH FRAME RATE MAKES FOR VERY FAST RACING
- ▲ SIMPLE ARCADE CONTROL AND PHYSICS MAKE THE GAME EASY FOR ANYBODY TO PICK UP
- ▲ HIGH-RESOLUTION GRAPHICS ARE CRISP AND STYLISH
- ▼ THE ART DIRECTION IS UNINSPIRED
- ▼ TWO-PLAYER MODE IS RUINED BY INFO THAT OBSCURES YOUR VIEW
- ▼ THE CAR SELECTION IS VERY UNBALANCED



▲ The easy controls make *Motorhead* a racing game that just about anybody can get into.

the better looking mode. Bonuses abound and each course will give you a hidden Easter egg when a certain task is performed, which adds to the replay value.

Control is great with the analog or digital controller, but don't expect any fancy car physics. However, *Motorhead* does offer some of the best arcade racing since the last *Ridge Racer*. Your car bounces off walls with no damage, and powerslides are a breeze. The easy control, tight course design, and killer speed would make this a great racer if only it didn't have a couple major problems.

The two-player split-screen racing is ultimately where you will find one of the biggest videogame no-nos in the book. Your lap times that appear after every check point are plastered right across your line of sight, effectively blinding you. Thankfully you can go in and turn off any of the on-screen indicators, but then you're without their useful info. Another gripe is with the car selection. The cars are so unbalanced that you will always just choose the fastest one available. There is no real reason to try another. They also look really bland—nothing is remarkable about the art direction in this game. *Motorhead* could have been fantastic, but its flaws reduce it to just an average racing game.

PSM FINAL SCORE:
POOR EXECUTION MARS MOTORHEAD'S GREAT POTENTIAL



Kagero: Deception II



PUBLISHER
Tecmo

DEVELOPER
Tecmo

TYPE OF GAME
Action/Strategy

Deception II makes being evil a rewarding gameplay premise. Your fellow humans become your prey, not your friends.

BEING EVIL HAS SELDOM BEEN MORE FUN

Kagero: Deception II is one of those unique games that truly defies classification. A sequel to last year's sleeper favorite, it's not quite a strategy game, not quite an action game, yet it's one of the most strangely addicting and unique games the PlayStation has ever seen.

In a striking departure from the norm, you get to see things through the bad guy's eyes for a change. Controlling a young woman named Millenia, it's your mission to kill humans who wander haplessly into several castles, the ultimate goal of which is immortality. It's an unusual concept, but then again, this isn't your usual game.

Millenia's means of executing the humans are traps, and lots of them. You play the game by placing three types of traps (ceiling floor, and wall) in each of the castle's rooms, then using them to pin, squash, gas, and burn your foes to death (among several other ways to cruelly slay them). But there's more. Playing from the third-person, you must also evade your foes' attacks—and avoid falling victim to your own traps. Plus, you can build new traps using the "earnings" received after killing your prey.

It's this unique gameplay that makes Kagero special; there really isn't another game like it. Combining equal doses of level-headed strategy with thrill-a-second action, Kagero will appeal to gamers from both camps. And while the presentation may be a tad rough around the edges, it's full of depth, showcases excellent design, and has a style all its own.

Tecmo has done a top-notch job of proving that a game doesn't have to be easily classified in order to be good. And while it doesn't single-handedly re-define PlayStation gaming, Deception II definitely makes a good go of it. Fans of the original will eat it up, and anyone looking for a fresh new game-playing experience may want to make this leap to the dark side.



NASCAR '99

THIS YEAR'S GAME SEEMS A LOT LIKE LAST YEAR'S

NASCAR '98 has become one of only 13 PlayStation games to sell more than one million copies, which is more of a testament to the number of NASCAR fans in this country than to the quality of the game. The sequel is better in just about every way to last year's game, but unfortunately, that isn't saying much.

In recent years, EA Sports' PlayStation racing games have been marked by blocky, pixelated graphics and drab color palettes. NASCAR '99 has made a slight improvement over these past efforts with its brighter, more detailed visuals, but the game is still a far cry from the standard set by the likes of *Gran Turismo*. The good news is that despite being not all that attractive, the gameplay NASCAR '99 offers isn't hampered by an abundance of draw-in or a slow frame rate.

With 31 active drivers (Jeff Gordon, Dale Earnhardt, Bill Elliott...) as well as six historical greats (Richard Petty and Cale Yarborough, to name a couple) racing on a



PUBLISHER
EA Sports

DEVELOPER
Stormfront Studios

TYPE OF GAME
Racing

NASCAR fans will find everything they want in NASCAR '99, but discerning race game fans will want to steer clear.

choice of 17 official tracks, NASCAR fans will be pretty happy with what they're getting. Their only complaint may be the conspicuous absence of Daytona International Speedway as one of the available tracks. It is the more discerning game fan who will notice the NASCAR '99 deficiencies.

Chief among the complaints is the game's control and handling. Despite being analog controller compatible, NASCAR '99 suffers from a vague steering feel, which creates a limited level of precision when it comes to control. Driving smoothly is virtually impossible because the game doesn't communicate the modulation between braking and acceleration very well (using the second analog stick to control the gas/brake alleviates this somewhat). Dual Shock support is executed nicely with varying degrees of feedback, and drafting is the key to gameplay success. However, the overall enjoyment level is seriously hampered by 15 of the 17 tracks being off speedsways. The game's commentary may insist otherwise, but NASCAR '99 is basically all about going fast and turning left.

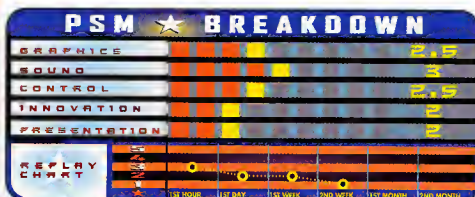
Taken as a whole, NASCAR '99 is perfectly adequate in many ways, but it fails miserably when it comes to delivering the excitement we've come to respect from today's top PlayStation racers. This one's only for the most hard-core NASCAR fans.



GAME ★ SUMMARY

- Offers a nice, top-notch combination of action and strategy
- Excellent music and atmosphere
- Great character designs add to the storyline
- The presentation has a few nifty spots
- No analog support is included

PSM FINAL SCORE:
DEFINITELY NOT A RUN-OF-THE-MILL GAME, AND THAT'S GOOD



GAME ★ SUMMARY

- Graphics show a slight improvement over last year's game
- Sound effects are pretty decent and the music could have been better
- Presentation is standard and dull
- The control is still bad even when using an analog controller

PSM FINAL SCORE:
ONLY SERIOUS NASCAR FANS NEED APPLY FOR THIS RACER



Remember how
fun it was to
torture your
victims when
you were
young?



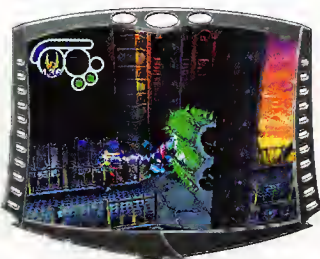
SOME things never



POUND your enemies to **Mush!**



FRY him 'til he's **CRISP!**



GRIND villains to **Pieces!**



SMASH 'em while **Freefalling!**



FEED the beast some **Meat!**



MOW 'em down on your **Jetbike!**



© 1998 Shiny Entertainment, Inc. All Rights Reserved. Wild 9, the Wild 9 logo, Interplay, the Interplay logo, and "By Gamers, For Gamers" are trademarks of Interplay Productions. Shiny, the Shiny logo and all related characters are trademarks of Shiny Entertainment, Inc. All rights reserved. The Aaddii video game is a co-production of The Walt Disney Company and Virgin Interactive Entertainment. Published and distributed by Interplay Productions. All other trademarks are properties of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.



Available NOW!

Exclusively for the PlayStation® game console.
Call 1-800-INTERPLAY or go to www.interplay.com
for more information.



Change.

WILD 9

Shiny, creators of Earthworm Jim, Aladdin and MDK interactive games, introduce their next big hit - **WILD 9**. You play Wex Major, Wild 9 leader, Punk earthling, and bad guy exterminator. So fire up the Rig, the ultimate weapon and torture device, and make your enemies scream for mercy!



www.shiny.com

Roll Away



PUBLISHER
Psychosis
DEVELOPER
Game Design Sweden AB
TYPE OF GAME
Puzzle

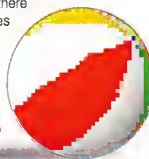
« Psychosis' newest release relies more on brain power and resourcefulness than quick reflexes.

PSYGNOSIS PUZZLES INTO THE 3-D REALM

With the PlayStation just recovering from its third birthday bash, it's noticeable that its library of games is getting more and more diverse. The puzzle game genre is one category that's seeing a rebirth of sorts. We have the recent release of the brain-teasing *Devil Dice*, and now Psychosis has put out *Roll Away*. Taking advantage of 3-D motion, *Roll Away* puts you in control of a beach ball, of all things, that you must maneuver around a series of platforms. You'll need to navigate the ball in four directions, bouncing from one platform to the next and collecting keys to unlock the exit. Believe us, it's a lot trickier than it sounds.

The complexity and puzzle play come in the form of level design. The platforms are arranged in ways that force you to approach navigation in every direction that 3-D will allow. The result is addictive, brain-bending stages that tax not only your resourcefulness, but your knack for figuring out how to get from one place to the next in a very short amount of time. Visually, the game is clean and fast, moving at a remarkable pace and featuring nicely animated environments.

Roll Away's only shortcoming is that the gameplay can seem somewhat limited in the face of an abruptly steep learning curve. You can only choose from Arcade or Time Trial mode (one- or two-player), and there is no mode that allows you simply to wander the stages without a time limit. Therefore, your best chance for survival is to learn the game by failing at it, over and over again. While this isn't a fatal mistake, design-wise it can frustrate players looking for a more novice-friendly approach to puzzle gaming. Aside from this minor flaw, *Roll Away* provides a new take on the genre that is sure to entertain and please hard-core puzzle fans everywhere.



PSM ★ BREAKDOWN									
GRAPHICS									3.5
SOUND									3.0
CONTROL									3.0
INNOVATION									3.0
PRESENTATION									3.0
REPLAY CHART									
	1st HOUR	1st DAY	1st WEEK	2nd WEEK	1st MONTH	2nd MONTH	3rd MONTH	4th MONTH	5th MONTH
GAME ★ SUMMARY									
▲ CLEVER USE OF 3-D IN A PUZZLER					▲ THE CONCEPT IS ORIGINAL AND CHALLENGING				
▲ SMOOTH ANIMATION AND CLEAN GRAPHICS					▼ THE LEARNING CURVE IS STEEP AND ABRUPT AFTER A FEW EASY LEVELS				

PSM FINAL SCORE:

A SOLID PUZZLE GAME WITH PLENTY OF CHALLENGE AND VISUAL APPEAL



Street Fighter 2 Collection

ANOTHER KNOCKOUT FIGHTING COMPILATION

It's taken Capcom nearly seven years, but it has finally delivered an impeccable home version of one of the most important and influential arcade games ever: *Street Fighter II*. Better yet, Capcom has thrown in two additional flavors of the game that single-handedly sparked the fighting game revolution of the early 1990s.

Contained on the disc are three separate titles: *Street Fighter II*, *Street Fighter II: Champion Edition*, and *Street Fighter II Turbo*. All three are the same basic game at heart, yet each successive version adds new moves, faster gameplay, better balance, and more characters to the mix.

As a classic compilation, *SF2 Collection* is on par with the best of them. Though the included training mode doesn't have the complexity of some games and the Dual Shock support may leave purists cold, the digital museum portion of the disc is enough to send any *Street Fighter* buff

PUBLISHER
Capcom
DEVELOPER
Capcom
TYPE OF GAME
Fighting

« Capcom's latest fighting compilation packs loads of nostalgia and unbeatable replay value.

PSM ★ BREAKDOWN									
GRAPHICS									4.5
SOUND									4.5
CONTROL									4.5
INNOVATION									4.5
PRESENTATION									4.5
REPLAY CHART									
	1st HOUR	1st DAY	1st WEEK	2nd WEEK	1st MONTH	2nd MONTH	3rd MONTH	4th MONTH	5th MONTH
GAME ★ SUMMARY									
▲ AN IMPECCABLE CONVERSION OF THREE VERY CLASSIC CAPCOM FIGHTERS					▼ LACKS THE DEPTH OF NEWER CAPCOM FIGHTERS				
▲ THE DIGITAL MUSEUM SECTION ALONE IS A GOOD REASON TO PICK UP THIS COLLECTION					▼ THE TRAINING MODE COULD HAVE BEEN BETTER				
					▼ DUAL SHOCK VIBRATION IS JUST PLAIN ANNOYING				

into digital nirvana. Featuring character art, production sketches, and secrets from all three games, it's simply brilliant.

As a conversion, this title is second to none. Everything is here: every sight, every sound, and all the finely-tuned gameplay that made these games the hits they were so many years ago. Subtle touches (Capcom would say "bugs") have been left out—such as the infamous "Guile's Handcuffs"—but it's otherwise a pixel-for-pixel translation. And while the games may not have the pizzazz or complexity of the *Street Fighter Alpha* series, they're incredibly solid and, most of all, highly entertaining.

Capcom has managed to produce a superb classics collection that will appeal to nostalgic gamers and fighting fans alike. If you've never played these games before, there's never been a better time than now. Those who went cuckoo for the coin-ops all those years ago are in for a top-notch stroll down memory lane.

PSM FINAL SCORE:

AN EXCELLENT CLASSICS COMPILATION PACKED WITH REPLAY VALUE



The Unholy War



PUBLISHER
Eidos

DEVELOPER
Crystal Dynamics

TYPE OF GAME
Action/Strategy

◀ The heart of *The Unholy War* lies with its addictive two-player combat on strange alien worlds.

TWO-PLAYER ACTION AT ITS FINEST

With the abundance of PlayStation games coming out this winter, it's hard to find games that really stand out. Crystal Dynamics' *The Unholy War* may not have what it takes to become a break-out hit, but it packs in enough solid game-play to warrant your time.

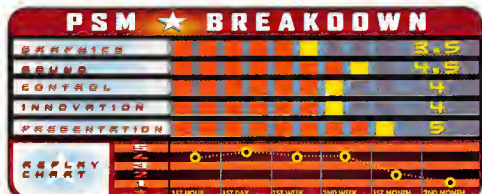
The premise involves two opposing armies, the Teknos and the Arcane, and their battles for supremacy on an alien world—not the most original of plots, but the gameplay more than makes up for it. Each army contains seven unique types of soldiers, each with their own moves, weapons, strengths, and weaknesses. The game revolves around combat between these two armies, and it is necessary to understand each of the 14 types of soldiers to be truly effective at the game.

The Unholy War has two modes of play. The first is the very playable mayhem mode, in which players basically square off against each other in one-on-one battles until every soldier is dead. This mode is very reminiscent of the melee mode from the 16-bit classic *Star Control*, except now you play each match on different terrain types. This can make a big difference in character choice and overall strategy. The second type of play is a grid-based strategy mode that, although it does add more value to the game, is not as fun as the mayhem mode.

The Unholy War is best played as a two-player game. While the AI is far from incompetent (especially on the hard difficulties), the game is made for multiplayer competition and just doesn't feel right as a single-player game.

Graphically, the game is nice and the frame rate stays high no matter what the action on screen looks like (it can get pretty chaotic at times). The sound, however, is simply awesome. Players blessed with a good sound system will be blown away at the sheer amount of detail in the sound design.

If you're craving some good two-player competition, *The Unholy War* is right up your alley. Folks looking for the next single-player game or a deep strategy experience may want to look elsewhere.



GAME ★ SUMMARY

- ▶ THE FRAME RATE IS HIGH AND NEVER DROPS
- ▶ THE SOUND EFFECTS AND MUSIC WILL BLOW YOU AWAY
- ▶ NINE UNIQUE CHARACTERS AND ENVIRONMENTS ALLOW FOR QUOTE-A-BIT DEPTH
- ▶ THE DIFFERENCE BETWEEN THE MELEUM AND HARD SINGLE-PLAYER GAME IS TWO WAYS
- ▶ THE STRATEGY GAME PASSES IN COMPARISON TO THE TWO-PLAYER MAYHEM MODE

PSM FINAL SCORE:
A FUN TWO-PLAYER BATTLE-FEST



Tenchu

SO YOU WANT TO BE A NINJA? HERE'S YOUR CHANCE

Tenchu was amazing when it was released in Japan, but the improvements made to the U.S. version easily make it one of the most memorable games of 1998. That's saying a lot considering that we are in the middle of *Metal Gear* fever, and *Tenchu* features a similar stealth theme to the gameplay.

Despite doubts, Activision did an over-the-top job at making *Tenchu* more than just a translation. The game is better in just about every category. You choose to play as either the male Rikimaru or the female Ayame, who are both dressed in authentic ninja garb. The game is made up of 10 missions, not including a very helpful training mode—that's two more missions than its Japanese counterpart. The two new missions are some of the best and offer quite a challenge. Enemy intelligence has been tweaked, making it a bit more realistic as far as when you can be seen, but this also makes the game much harder. The objectives for the missions have also been



PUBLISHER
Activision

DEVELOPER
Sony Music Entertainment (Japan)

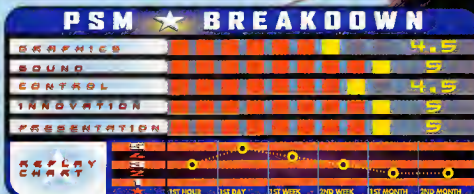
TYPE OF GAME
3D Action/Stealth

◀ The gameplay in *Tenchu* is all about staying in the shadows and sneaking up on your enemy.

mixed up a bit, extending the gameplay. You can still run through the entire game in one night of play, but doing it without being seen is an entirely different story—perhaps even a feat you may never accomplish. This is worth going for, though, as doing so is how you earn all the cool ninja toys. This emphasis on stealth greatly extends the replay value. Each level also changes between three different set-ups as far as where items and guards are located.

The graphics and music are really well done. The soundtrack is beautiful, and most of the environments are solid, attractive, and totally convincing. The camera has also been improved and makes concentrating on the task ahead much easier. Dual Shock vibration is also very welcome and is not overused.

We did have a bit of a problem with the later levels that jump from the real world of corrupt ministers and ruthless lords to these crazy mystical places with surreal cultists. Much of the audience will be completely pulled out of the game at this point, which is a disappointment. However, everything else is so good that you will come back to play *Tenchu* again and again, even after beating it.



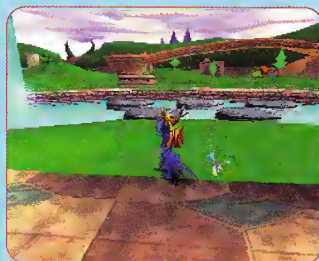
GAME ★ SUMMARY

- ▶ RICH ENVIRONMENTS ARE VERY WELL DESIGNED
- ▶ EXTENSIVE AND COOL WEAPONS, TOOLS, AND AERIALS
- ▶ DRAMATIC STORY LINE TOLD BY IN-GAME CHARACTERS RATHER THAN FMV
- ▶ CAMERAS AND CAMERA WORK WELL TOGETHER FOR SUPERB GAMEPLAY
- ▶ YOU'LL BE INEXPLICABLY SEEN IN SOME PLACES
- ▶ SOME FANATICS LEVELS WON'T FIT IN WITH THE GAME

PSM FINAL SCORE:
TENCHU IS AN EXPERIENCE THAT SHOULD BE SAVORED



Spyro the Dragon



PUBLISHER

Sony CEA

DEVELOPER

Insomniac

TYPE OF GAME

Platform/Adventure

More often than not, bosses are pretty easy to defeat. The difficulty comes in trying to reach them.



visuals to the ultra-responsive controls to the flawless animations. The only thing that seems out of place is the soundtrack, which borders on elevator music. The voice effects and environmental sounds are dead on, however, providing a good amount of atmosphere.

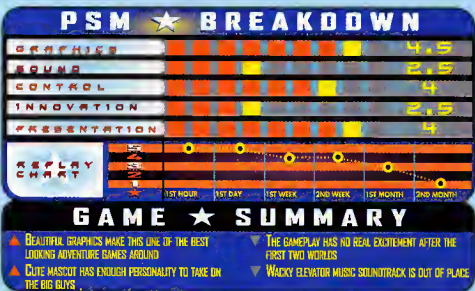
Despite its addictive gameplay and some very clever quirks, Spyro still falls short of a five-star rating. Simply put, Spyro, though fun and thoroughly engaging for the majority of the time, loses a little steam in the long run. Packed with a ton of levels that branch off of several different worlds, Spyro is not a short, overnight type of game. But with every new world that you achieve, nothing particularly new or striking ever really blows you away. Whenever you reach a goal, you are left with a "more of the same" feeling about what comes next, which is a shame. Beyond this, Spyro still has enough charm and appeal to enthrall the younger set of PlayStation gamers, but it may be disappointing for those looking for the continuous thrill of discovery.

SONY'S NEWEST MASCOT FINALLY FLIES HOME

At the beginning of one of the busiest seasons in gaming, Sony has unleashed its secret weapon: the hyper cute *Spyro the Dragon*. Sporting gameplay elements of *Crash* and showing off some of the most beautiful, tightly textured graphics ever in a PlayStation game, *Spyro* seems reared and ready to take on the upcoming PlayStation giants (*Metal Gear Solid*, *Final Fantasy VIII*, and so on).

As the youngest dragon in a clan of mythic beasts, Spyro is suddenly given the responsibility of saving his elders from the grasps of Gnarsty Gnorc and his minions. To do this, Spyro must use his powers of fire-breathing, limited flight, and horn ramming to free each of the elders from prisons of frozen sleep. The elders are frozen in various spots across several different worlds. Along your journey, you'll learn to supercharge your attacks for invincibility, collect thousands of gems in order to really "complete" each level, and use the powers of different types of faeries to your benefit. The gameplay of *Spyro* has a ton of variety itself, giving you multiple objectives to complete and power-ups to obtain throughout every single level and world.

Traveling from swamps to magical lairs to desert civilizations, the level design is top-notch. In fact, everything within *Spyro* oozes "high production value," from the



PSM FINAL SCORE:

A BEAUTIFUL PLATFORMER WITH GREAT FEATURES, BUT NOT A CLASSIC

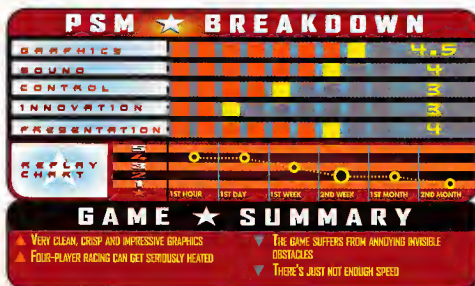


S.C.A.R.S.

COMBAT RACING THAT'S JUST LACKING IN ENERGY

Vivid Image once took on Nintendo's *Mario Kart* with its own title, *Street Racer*. The main draw with this combat racer was its multiplayer capabilities. Well, the team is back again, its new project, *S.C.A.R.S.*, is a grittier, harder edged, futuristic racing game, and it still offers a very impressive feature: up to four players can enter the fray, each with his own portion of the screen.

Variety is another strong point of *S.C.A.R.S.*. The game has nine different tracks, as well as mirror versions of each. The tracks can also be enhanced with day, night, and rain effects. You have nine cars to choose from, four of which are hidden and must be discovered in order to drive them. During the race, you'll use more than nine different offensive and defensive power-ups that are thrown all over the tracks, from turbo-boosts to missiles.



PUBLISHER

Ubisoft

DEVELOPER

Vivid Image

TYPE OF GAME

Racing/Combat

S.C.A.R.S. looks great, but it really suffers from a lack of speed and action.

Vivid Image isn't one to shy away from pushing the PlayStation's capabilities, and it's obvious a lot of work went into the 3-D engine. The fade-in is minimal, the lightsourcing is brilliant, and the frame rate is silky smooth. You can even get a little gratuitous and turn on your car's high-beams, lighting up the dark caverns. Even with all four players on screen at once, the framerate doesn't really suffer—quite an impressive feat.

The downside (and it's a big one) is that there's just not much going on. Despite the obnoxious plasma trails that jet out from the rear of the cars, there's no real sense of speed here. It doesn't help that the object of the game is to slow each other down. And to top it all off, you're constantly stopped when you hit the side of the course (invisible wall syndrome). So what you have is a sluggish race in which it's rare that you reach your vehicle's top speed.

S.C.A.R.S. isn't a terrible game. The graphics are knock-down gorgeous, it's just that the action weighs heavily on the bland side. If the developers could have given this sucker a slight jolt of adrenaline, it would have been the combat racer to beat.

PSM FINAL SCORE:

A COOL GAME THAT IS SCARRED BY ITS LACK OF SPEED



"Homicidal Vacations Since 2001"

ROGUE TRIP

Vacation 2012

MAGAZINE

The Official Organ of the Amalgamated Association of Automercenaries

VACATIONING IN HELL

We road tested 14
KILLER KARS on
the twisted streets of
Nuke Town

BURNT RUBBER, TOASTED FLESH

Aromatherapy on the Road

Tips for Snagging Tourists-- And How to
Avoid Premature Ejection Once You've Got 'Em

A³ BABE OF THE MONTH INSIDE

Special FREE issue for Automercenaries





Dick Biggs, Editor

Welcome back, Automercenaries!

Remember, on your shoulders ride the hopes of all those too poor to afford a real vacation. Next time you pick up a vacationer, look him in the eyes as you grab his hard-earned wad of cash and you'll see the gratitude, the hope and the sheer stupidity of one desperate enough to risk his life for a **photo-opportunity**.

Treasure that moment. It's what being a thrill-killing, road-rioting madman is all about.

Keep on truckin'



GREETINGS FROM AREA 51

Mr. Biggs

HELL on Wheels

You're gunning it down Main Street. Shrapnel glancing off your windshield. Geiger-counter going off the scale. And a snap-happy Japanese couple in the back of the cab. The question is what should you be driving for maximum survivability and tourist satisfaction? Sit back, we did the work for you when we **road-tested 14 state-of-the-art tricked-out deathmobiles** one glowing summer afternoon among the napalm trees of Nuke Town.

For raw hearse-power, nothing beats the **Sidewinder**. Five tons of tank with more firepower than the Third World War. Too big? Well, try on the **Bitch-In Wheels** and put the muscle back where it belongs — behind the muzzle of a machine gun.

For pure Auto-mercenary sex appeal, there's only one choice — the **Meat Wagon**. This fuel-injected weeniemobile says more about you than a pair of socks stuffed down your trousers ever can.

For those of you who like a little mercy with your massacre, nothing can touch **Ozone**, a well-armed ambulance that hurts while it heals.

You want high-octane performance? **Car Combat Ultra**? Look no further than the pulse-pounding **Pyro** — a flame-spewing semi-filled with fuel. You never run out of gas and if you do go down, you can take everyone with you

.....continued on page 72



Sister Mary Lascivious

Thought for the Day

-Thou Shalt Drive Like A Righteous Mad Bastard.

† So Sayeth the Lord.



When Was the Last Time a Tourist Hit Your Window at 92 mph?

Hey, it happens. You have a bad day. Someone sends a missile your way and bang — **Premature Ejaculation** — out flies your tourist and before you know it everyone's got little bits of Hawaiian shirt and entrails all over the windshield. No problem. Whip out a 40 ounce bottle of ever-loving **SPLATTER-X** Windshield Cleaner and, hey presto...the future's so bright you gotta wear shades.

Removes Human Build-Up!



ROGUE TRIP
Vacation 2002

White House? — White Trash!

KILL THE CADDY!!!

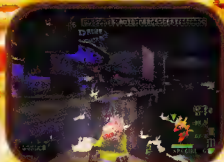
On the road? Get on-line for **weekly cheat codes**, the latest updates, screen shots, hints and tips (better than a road map) and killer kontests. Go to **www.rogueltrip.com** for the lowdown on all the low life.

What the well-armed are packing these days (and how to get more bang for your weapons buck.)



They bounce. They burn.
'Nuff said

\$800 each



Clamp one on your enemy and sit back while he tries to palm it off on someone else, or go down trying.

10 for \$850



Hose your foes with gasoline - then sit back and ignite for the kill.

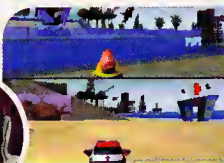
\$5000 each



Killer bees got nothing on these babies, so go ahead, kill with confidence.

\$7750 per round

"Don't be cruel.
Your automercenary
is true. Thank you.
Thank you
very much."



Don't drive alone, Rogue Trippers. Go multiplayer, because Automercenaries that slay together, stay together!



"A vacation should be just like war. Only with better photographs."



"There's so much fun waiting for you in my back seat...!"



**Check out
Li'l Gator Bait.**

Well, looky here – the
A^s Babe of the Month shows
you all her dangerous curves
on page 96.

Lube up and drive on!

NEED A HINT? 1-900-CALL-2GT

(95¢ per minute, \$1.95 for fax back maps) Must be 18 years or older or have parents permission to call. Touch tone phones only



ROGUE TRIP™

Vacation 2012

From the million selling
developer of car combat

"What's more important-
the name or the game?"
— EGM

A DIFFERENT KIND OF CAR. A DIFFERENT KIND OF DRIVER.



www.singletrac.com

AVAILABLE AT YOUR LOCAL RETAIL STORE
ORDER DIRECT AT STORE.GTINTERACTIVE.COM OR CALL 1 800 610-6TIS

ROGUE TRIP™ ©1998 GT INTERACTIVE SOFTWARE CORP. ALL RIGHTS RESERVED. CREATED BY SINGLETRAC ENTERTAINMENT TECHNOLOGIES, INC. PUBLISHED AND DISTRIBUTED BY GT INTERACTIVE SOFTWARE CORP. GT AND THE GT GAMES LOGO ARE TRADEMARKS AND THE GT LOGO IS A REGISTERED TRADEMARK OF GT INTERACTIVE SOFTWARE CORP. ROGUE TRIP, SINGLETRAC AND THE SINGLETRAC LOGO ARE TRADEMARKS OF SINGLETRAC ENTERTAINMENT TECHNOLOGIES, INC. PLAYSTATION AND THE PLAYSTATION LOGO ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.



www.gtgames.com



www.gtinteractive.com

Cool Boarders 3



PUBLISHED
989 Studios
DEVELOPER
Idol Minds Digital Entertainment
TYPE OF GAME
Snowboarding

Possibilities for rail slides are everywhere, and they are easy to pull off. You can change your slide from frontside to fakie and even pull off a lip grind.

989 TAKES A FRESH APPROACH TO THE THIRD SEQUEL

Sony has gone with a new developer for the third in the *Cool Boarders* series, and it has really paid off. The first two games by Uep Systems were the only snowboarding games available for the PlayStation, so they were natural hits. The titles were admittedly fun, and the halfpipe competition in *Cool Boarders 2* brought the game to another level. Until now, however, we didn't really know what else to expect. Well, *Cool Boarders 3* is by far a much better game with improvements and changes to every area. As a matter of fact, the only thing left over from the original titles is that distinctive *Cool Boarders* feel.

Besides a new control layout and brand-new physics, *CB3* has a huge variety of events to enter (the biggest yet). You can compete in Downhill, Slalom, Half-Pipe, Big Air, Boarder X, and the free-for-all trick-fest Slope Style. Courses for each of these events are located on six different mountains. Three of the mountains are locked and you can only open them through the Tournament mode—quite a challenge. The individual run designs are done to perfection. They are very wide and extremely fun, allowing you to be totally creative in which line you want to follow. Even the downhill courses have tons of jumps, banks, and rail slide opportunities. There is no one way to take each course, which greatly adds to the pleasure of just scooting around and going where you want, like in real life.

Like the slope layouts, the new control and physics will further encourage your creativity. *CB3* has more tricks, and you can link them into combos. A grab button has been included, as well as a button specifically for rail sliding. All these come together to make pulling tricks a snap. The timing of the landing gets a bit frustrating at times, but a handy jump meter makes the timing of your takeoff no problem. Unfortunately, the animations for many of the tricks could have been better. Much of the time you're not able to really tell what your character is doing in the air because their movements are jerky. In the half-pipe this becomes especially apparent.

Overall, *Cool Boarders 3* is the most impressive snowboarding game yet. Many new snowboarding titles will be coming out this holiday, so it may be prudent to wait until all the upcoming titles have been reviewed before making your purchase. But for now, at least, *Cool Boarders 3* is the champion.

Bushido Blade 2

THE SEQUEL TO BUSHIDO BLADE ISN'T REALLY A SEQUEL

With the release of the first *Bushido Blade*, Square earned itself a place in the fighting game hall of fame. Here was a fighting game that headed in a completely different direction from all the rest and brought the phrase "innovative gameplay" back into the genre. Sadly though, *Bushido Blade* did have its share of problems. The responsiveness of the characters was a bit slow, the graphics could have been a little better, and the overall combat system needed a little work. Also, the game tended to require more luck than actual skill.

Now, a year later, Square has released a sequel in an attempt to fix the problems that existed in the first game. Unfortunately, the company didn't really succeed. First off, the fighting system has changed so much that even veterans of the first title will have to relearn almost everything. Instead of having a parry button and three different attack buttons, *Bushido Blade 2* has been simplified down to only two attack buttons. There is no parry or block button, as you can only guard against an attack with an attack of your own. Secondly, while the responsiveness of the characters has been improved, Square took out almost all of their moves. Each character now only has a few really useful attacks. Lastly, the graphical detail of the characters has greatly increased, but at the cost of the fighting environments. Now you can only see the area immediately surrounding your character, and the rest of the environment pops into view as you run around in it. This is especially bad, as you can accidentally back yourself into a wall or a cliff edge because you couldn't see it until it suddenly appeared on the screen.

In the end, *Bushido Blade 2* ends up just being more of a remake than a true sequel. The changes that Square made are great for people who were intimidated by the complexity of the first game, but it makes *Bushido Blade 2* feel like it should have been the first game in the series instead of a sequel. Try it if you have never played the first game, but others will probably only want to rent it.



WINS 01 **00 WINS** **PUBLISHED**
Square/EA
DEVELOPER
Lightweight
TYPE OF GAME
Fighting

While the graphics are nice, this game could have and should have been a lot more.



GAME ★ SUMMARY

- ▲ TONS OF WIDE COURSES THAT ARE INCREDIBLY FUN
- ▲ COOL CHARACTERS IN HIP FASHIONS LOOK GREAT
- ▲ TRACKS ARE PLEASANT AND EASY TO PULL OFF
- ▲ TRICK ANIMATIONS ARE JERKY AND HARD TO FOLLOW
- ▲ OPPORTUNITIES FOR RAIL SLIDING ARE ENDLESS
- ▲ LANDING JUMPS IS A BIT TIGHTER THAN NECESSARY

PSM FINAL SCORE:
SNOWBOARDING WITH YOUR THUMBS HAS NEVER BEEN THIS FUN



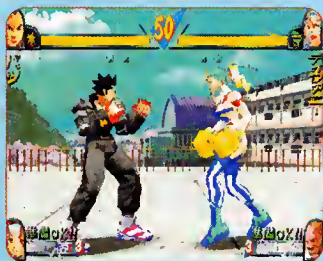
GAME ★ SUMMARY

- ▲ SIMPLIFIED CONTROLS WILL DRAW IN MORE AVERAGE GAMERS
- ▲ CHARACTERS ARE NOW MUCH MORE DETAIL
- ▲ BONUS CHARACTERS INCREASE THE REPLAY VALUE
- ▲ NOTHING REALLY NEW HAS BEEN ADDED
- ▲ ENVIRONMENT POP-UP GETS REALLY ANNOYING

PSM FINAL SCORE:
THE TITLE SHOULD HAVE BEEN CALLED "BUSHIDO BLADE REMIX"



Rival Schools: United by Fate



PUBLISHER
Capcom

DEVELOPER
Capcom

TYPE OF GAME

Fighting

Capcom takes fighting game fans back to school in this fun fighter.

FINALLY, A GAME THAT LETS YOU BEAT UP YOUR TEACHERS

One of Capcom's lesser known titles, *Rival Schools* is now coming to the PlayStation in full force with extra modes, four new characters, and two discs of pure fun. The first disc contains a straight conversion of the arcade game, while the second disc features a more balanced version of the game along with a host of additional modes and options.

Rival Schools plays basically like any regular *Street Fighter* game, but Capcom has added several gameplay features found in other titles, as well. The juggling air combos and tag-team attacks from *X-Men vs. Street Fighter*, the counters from *Street Fighter Alpha*, the flashy Super Combos from *Street Fighter EX + Alpha*, they're all here. This game is a virtual melting pot of Capcom innovation. What's nice is that all

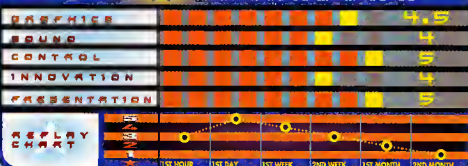


the special moves and combos are pretty easy to pull off. It's like Capcom designed this game with the newbie in mind. However, experienced players will find plenty to keep them interested, such as extended combos and special moves buffering.

Unfortunately, *Rival Schools* can get a bit busy because of the vast number of gameplay features. The screen is seldom devoid of explosions and distortion effects, so it may take a bit of time to get used to it—fans of *Marvel vs. Capcom* will know what we mean. Also, some of the characters could have been designed a bit better. These are very minor gripes, though.

Rival Schools may not be up there in the same level as *Tekken 3* or *Virtua Fighter 2*, but it's not supposed to be. It is a celebration of Capcom's fighting game genius and is easily one of the most accurate arcade conversions found on the PlayStation. And, quite frankly, it's a blast to play. Everyone should speedwalk down to their local store and pick this one up.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ EASY CONTROLS MAKES THE GAME VERY NEWBIE-FRIENDLY
- ▲ THE EXTRA BONUS DISC PROVIDES NEW MODES AND CHALLENGES
- ▲ VIRTUALLY ARCADE-PERFECT IN EVERY REGARD
- ▼ THE SCREEN CAN GET A BIT BUSY AND CONFUSING

PSM FINAL SCORE:

A BRILLIANT CONVERSION WITH PLENTY OF EXTRAS

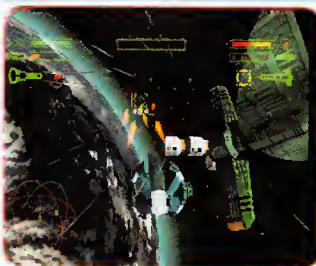


Colony Wars: Vengeance

THE NEW PINNACLE OF SPACE COMBAT

The original *Colony Wars* was the space shooter finally done right. With its third-person view, killer control, and true sensation of speed, *CIV* was what players had been longing for since the first space shooters emerged more than a decade ago. This title delivered the goods like never before, raising the standard to a completely new level. It even had a great storyline! Amazingly, *Colony Wars: Vengeance* has enough vast improvements that it actually surpasses the original.

The ship designs this time around are extremely sophisticated. You pilot five new ships that are markedly faster than the spacecraft from the last game, and the physics behind their maneuverability has been improved, as well. You can get by in *Colony Wars* with very basic flying skills, simply pointing your guns at enemies as they fly by. However, the beauty of the game is when you take it to the other extreme and fly with finesse—spinning, dodging, pulling loops, and trying whatever



PUBLISHER
Paygnosis

DEVELOPER
Paygnosis Liverpool

TYPE OF GAME

Space Shooter

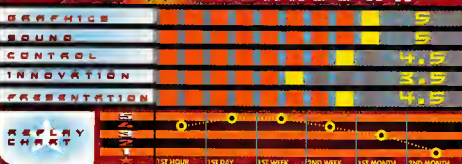
It will be tough to keep your eyes on the target with so many breathtaking views around you.

your imagination can think of. In line with the more dramatic flavor, the larger fleet craft are really large. They also have animated portions that spin while the ship lumbers through space.

The environments are breathtaking from the very first mission, where you're involved in a dogfight between the Earth and the moon. You almost want the furious fighting to stop for moment so you can just take everything in. A welcome addition to the game are land-based missions that take place over various worlds—now you run the risk of crashing into the ground. The new and improved weapons may make you wet yourself. More enemies can be on screen at one time, but the intense firefight is not where the entire game is played. Missions are multifaceted and will have you accomplishing many different tasks in order to progress.

The storyline is continued a hundred years from when the last game ended and is again dramatically told through FMV sequences. We really only have one criticism: the voice acting used for the in-game chatter is pretty standard and can totally pull you out of the game at times. Beyond that, however, *Colony Wars: Vengeance* is a sequel that vastly improves on the original—a feat that we weren't sure was even possible.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

- ▲ GRAPHICS BLOW AWAY LAST YEAR'S GAME
- ▲ THE GAME IS VERY, VERY FAST
- ▲ THE SHIP DESIGN IS OUTSTANDING
- ▲ MULTIPLE BRANCHES AND ENDINGS PREVENT YOU FROM PLAYING THE SAME GAME TWICE
- ▲ PHYSICS AND CONTROLS MAKE AMAZING FLYING MANEUVERS POSSIBLE
- ▼ THE VOICE ACTING IS SUBSTANDARD

PSM FINAL SCORE:

SPACE COMBAT HAS NEVER BEEN MORE FUN—GET THIS GAME



Now, fighting the forces of evil costs \$10 less.



MEDIEVIL



\$10 OFF

SEARS

FUNTRONICS



R 572780623#1000



Good for \$10 off Sears Funtronics Dept. regular purchase price. Valid 08/01/98 - 12/31/98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢. © 1998 Sears, Roebuck and Co. Satisfaction guaranteed or your money back. Medievil is a trademark of Sony Computer Entertainment America Inc. ©1998 Sony Computer Entertainment Europe. Sony Computer Entertainment logo is a registered trademark of Sony Corporation. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

Rogue Trip

SINGLETRAC TAKES GAMERS ON A SIGHT-SEEING TOUR

The main company behind *Twisted Metal 1-2*, SingleTrac, has long since left Sony's garage and moved on to become a part of GT Interactive. Unfortunately—since Sony still owns all the licenses and characters rights to *Twisted Metal*—SingleTrac was forced to come up with a completely different concept for its new car combat title, *Rogue Trip*.

Instead of just mindlessly blowing people up, *Rogue Trip* actually takes a little bit of a different approach. You still get to work out your trigger finger, but it's now dedicated to a noble cause—protecting tourists. The whole premise is to pick up these tourists and take them to various Photo Op areas located in the combat environments. Stay in the Photo Op areas long enough for the tourists to take a picture and you get paid. You can then take the money and purchase more powerful weapons or restore some of your health. Of course, plenty of other money-hungry cars are out there and they are going to do everything in their power to blow you up and steal your passengers. You are going to have to do the same to them, and that's where the combat comes in. It sounds weird, but it's pretty cool, actually.

You can select from 11 initial cars, each with different special moves and characteristics. And just like in the *Twisted Metal* series, you can pick up different power-ups and increase your car's abilities. The game controls a lot like *Twisted Metal 2*, but the cars are more responsive and the physics engine is much better. Environments, which range from Area 51 to an airport, are also much more interactive and contain tons of hidden areas. The game has a lot of variety, but we wish that it could have had more detailed environments. By itself the game looks fine, but when you compare it to Activision's *Vigilante 8*, the shortcomings shine through. *V8* is simply a better looking, much flashier game.

If you are still playing *V8*, then you have no real reason to get this title. However, if you are still in that car combat mood and want a game that looks, feels, and plays a lot like *Twisted Metal*, this is it. SingleTrac has done a great job continuing the tradition, it's just that Activision made a much more polished, advanced game.



PUBLISHER

GT Interactive

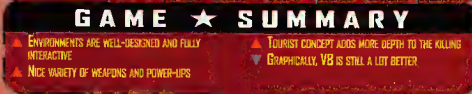
DEVELOPER

SingleTrac

TYPE OF GAME

Car Combat

◀ You've just got to appreciate watching the other cars with a giant mechanical weenie.



PSM FINAL SCORE:
VIGILANTE 8 IS STILL THE GAME TO BEAT



O.D.T.

AVOID THIS GAME, OR DIE TRYING

With the widespread success of 3-D action/adventure titles like the *Tomb Raider* and *Resident Evil* series, Psygnosis is looking to grab a piece of the action with *O.D.T.* (developed in the company's French studio). Wrapped in non-fancy animated but strictly first-generation CG cinematics, *O.D.T.* tells the tale of a crew of stranded travelers who must transport a mysterious green pearl to their homeland in order to stop a deadly plague. Things grind to a halt when their ship crash-lands on a planet overrun with mutants. You can choose to control one of four different crew members, and your job is to scour the foreign environment for resources to repair the ship with while trying to recover the green pearl.

Encompassing a large amount of totally open levels and stages, *O.D.T.* plays a lot like *Tomb Raider* in that the character you play as brandishes a variety of moves. Each character has their own characteristics and special abilities, but the objectives



PUBLISHER

Psygnosis

DEVELOPER

Psygnosis

TYPE OF GAME

Action/Adventure

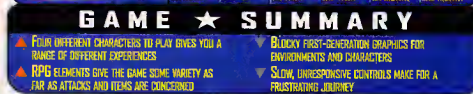
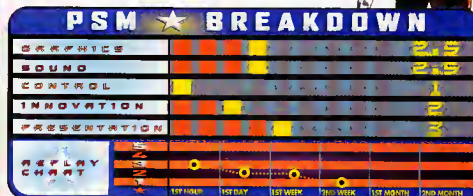
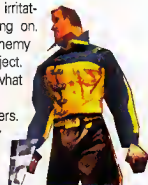
◀ If trekking around in dreary areas with bad controls is your idea of fun, then dig in.

for each level are the same. You can physically attack enemies with weapons, magic spells, or your bare hands. All the while you are gaining experience to unlock more moves, which is one of the more interesting aspects of the game. But despite the promising concept of a third-person, 3-D action title with fantasy elements, the game stumbles on its over-ambitious design.

Controls, though analog-compatible, are slow and cumbersome, forcing you to meet many an untimely and frustrating death. Actions like kicking or jumping are all executed at an awkward pace, as well. The automatic camera is yet another flawed feature. It fails to adequately track your character and has an irritating tendency to get left out of where the action is going on. Consequently, it's very difficult to successfully target an enemy that either gets too close or is hiding behind a corner or object. The combination of all of these flaws and more condemns what could have been a very interesting title to "ho-hum" status.

O.D.T. has a fairly solid story and a good range of characters.

If the graphics could have been smoother and the gameplay a little more responsive, it might have stood a chance. As it is, you may want to skip it altogether.



PSM FINAL SCORE:
ANOTHER 3-D ACTION TITLE HAMPERED BY TECHNOLOGICAL PROBLEMS



Running Wild



PUBLISHER
989 Studios
DEVELOPER
Blue Shift Inc.
TYPE OF GAME
Racing

«A decent idea, but Running Wild just doesn't make the monkey sit up and chirp.

SOMETIMES A GOOD PREMISE JUST ISN'T ENOUGH

Running Wild's main claim to fame is that it is a truly unique game. Sure, it's a racing game—but how many racers have you seen where all of the contestants are on foot?

Basically, you control one of six animals in a wild and wacky foot race over a variety of different environments. You can pick up several power-ups along the way and you also have the ability to jump—unfortunately, that's about it. The technique in the game is limited to steering and jumping, so it gets kind of old after a while. The visuals in the single-player mode blaze by at 60 FPS and convey a great sensation of

speed, but that can keep you entertained for only so long. *Running Wild* has plenty of secrets to discover along the way, but most players will find that the game isn't really too difficult to get through and the secrets aren't all that exciting.

Where the game comes into its own is in the four-player split-screen mode. As with most titles that offer four player support, the game becomes a riot when you have a Multi Tap and a lot of friends over, although the frame rate does take a noticeable hit when you play this way. Luckily, this doesn't seem to affect game's flow too much, so it's still a decent crowd-pleaser.

With cute animals playing the lead characters, minimal difficulty, and simple play mechanics, *Running Wild* is clearly intended for younger gamers. Funny sound effects really accentuate this feeling. Kids will probably enjoy the comical atmosphere and low difficulty, and if you're looking for a family friendly title, this is a good start. For everybody else, however, you may want to try this one out before you rush out to purchase it.

PSM ★ BREAKDOWN

GRAPHICS	★★★★★
SOUND	★★★★★
CONTROL	★★★★★
INNOVATION	★★★★★
PRESENTATION	★★★★★
REPLAY CHART	★★★★★

GAME ★ SUMMARY

- ▲ IN SINGLE-PLAYER MODE, THE 60 FPS VISUALS FLY BY SWIFTLY AND GIVE YOU AN EXCELLENT SENSE OF SPEED
- ▲ A YOUNGER AUDIENCE SHOULD FIND MUCH TO ENJOY
- ▲ FOUR-PLAYER SPLIT-SCREEN RACING MAKES IT AN EXCELLENT PARTY GAME
- ▼ THE GAME GETS MONOTONOUSLY QUICK DUE TO ITS SIMPLE GAMEPLAY
- ▼ THE LEVELS START TO BLEND TOGETHER AFTER A WHILE

PSM FINAL SCORE:
NOT ENOUGH DEPTH FOR MATURE GAMERS, BUT FUN FOR YOUNG'UNS

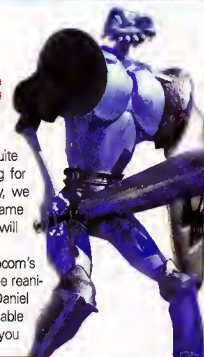


MediEvil

SONY'S UNDEAD HERO GETS REANIMATED...KIND OF

MediEvil has been in development for quite a while; we guess Sony was waiting for just the right time to release it. Unfortunately, we don't think there is a right time to release a game like this. *MediEvil* is just too average a title and will probably be quickly forgotten.

Playing a lot like a weaker 3-D version of Capcom's *Ghosts and Goblins*, *MediEvil* throws you into the reanimated skeleton of the once-famous knight, Sir Daniel Fortesque. Armed with a sword, an upgradeable shield, and any other weapons you can find, you



PUBLISHER
Sony CEA
DEVELOPER
Sony CEA
TYPE OF GAME
Action/Adventure

«While the graphics are nice, MediEvil never rises above standard action fare.

travel through gothic-style levels and kill every undead thing in sight. Every so often you will come across a puzzle or hidden area that may require some thought, but for the most part this is pretty much a straight-laced action-style game.

The main problem with *MediEvil* is its repetition and simplistic style of gameplay. After the first four or five levels, nothing really happens to keep you hooked. Sure, you can go through the paces and mindlessly solve the puzzles and beat up zombies, but you are never presented with anything that makes you really want to keep going. And that is the one element every game should have. On the positive side, the graphics and lighting effects are quite good.

This is probably another attempt by Sony to make a mascot style game—too bad the mascot is not that interesting.

Come on—he's a dead guy. Anyway, this is an average title that most of you will not want to bother with, not because it's terribly bad, but because it doesn't really bring anything new to the action/adventure genre. In our opinion, the PlayStation already has far too many forgettable games like that.

PSM ★ BREAKDOWN

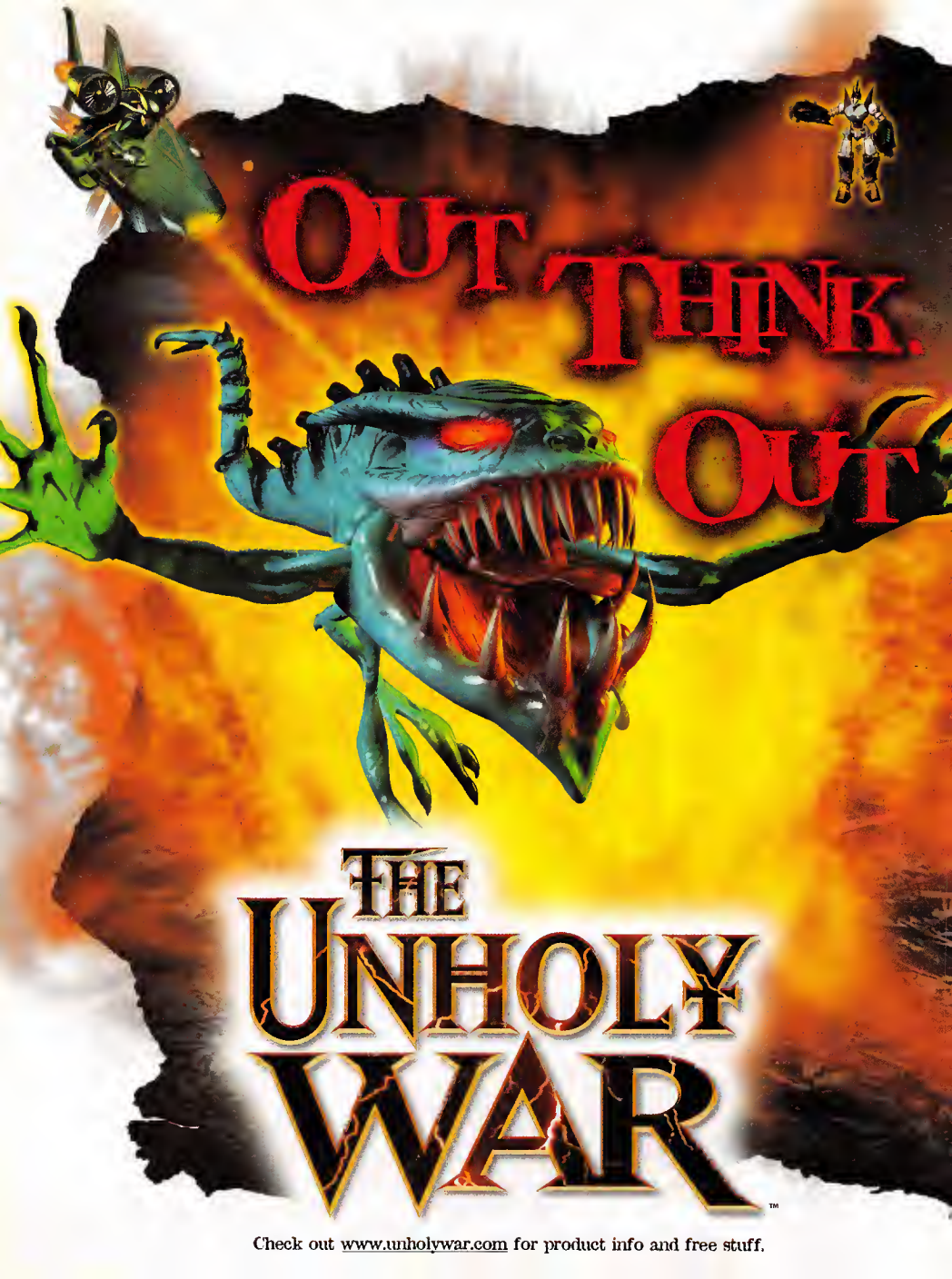
GRAPHICS	★★★★★
SOUND	★★★★★
CONTROL	★★★★★
INNOVATION	★★★★★
PRESENTATION	★★★★★
REPLAY CHART	★★★★★

GAME ★ SUMMARY

- ▲ THE GAME'S GOTHIC LOOK PROVIDES GREAT ATMOSPHERE
- ▲ HIDDEN AREAS AND WEAPONS ADDS A BIT OF A CHALLENGE
- ▲ GRAPHICS ARE NICE WITH GOOD LIGHTING EFFECTS
- ▼ HACK AND SLASH GAMEPLAY IS FAR TOO REPETITIOUS

PSM FINAL SCORE:
SONY'S UNDEAD HERO NEEDS A LOT MORE LIFE





OUT THINK. OUT

THE UNHOLY WAR

Check out www.unholywar.com for product info and free stuff.



**"Super addictive
two-player combat!"**

— videogames.com

**"Fast, challenging & addictive, The Unholy War
is a unique thinking man's action game."**

— PSExtreme Magazine

From the creators of
Star Control™ I & II
and the co-designer of Archon™

MANEUVER. OUT LIVE.

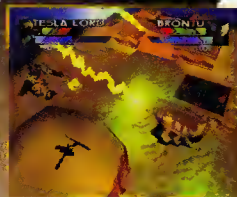
Join an epic 2-player struggle where
only the fittest survive.

Your objective? Utter annihilation.

Your tactics? Outwit and outmaneuver your enemy.

Then engage in fierce real-time 3D battles.

The outcome? Absolute domination.



Includes

FREE DEMO
OF
LEGACY OF KAIN™
SOUL REAVER™



**CRYSTAL
DYNAMICS**

www.crystald.com

EIDOS
INTERACTIVE

www.eidosinteractive.com



Crystal Dynamics, the Crystal Dynamics logo, the GX character, Legacy of Kain: Soul Reaver, The Unholy War and the related characters are trademarks of Crystal Dynamics. ©1998 Crystal Dynamics. All rights reserved. Archon is a trademark of Free Fall Associates. Star Control is a trademark of Accolade, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The rating logo is a trademark of The Interactive Digital Software Association. EIDOS Interactive is a trademark of EIDOS, P.C. All rights reserved.

if you
don't find this PEARL

and save

an ENTIRE city,
things are gonna
get
UGLY.



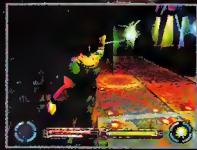
LT. IKE HAWKINS:
A military-trained weapons expert



SOLAR:
A strange and powerful magic healer



JULIA CHASE:
A cunning, fast and lethal fighter



MAXX HAVOC:
A brawler with incredible strength & endurance



WIN INSTANTLY!

Look in packages of O.D.T. for the chance for you and 5 of your friends to compete in the North American O.D.T. Paintball Championship.*

PRIZE PACKAGE INCLUDES:

- Round-trip air fare to and from Chicago, IL from any international airport in North America.
- 2 nights shared accommodation in Chicago.
- Round-trip shuttle bus service between hotel and BlastCamp USA.
- Entry to BlastCamp and use of paintball equipment and facilities at North American O.D.T. Paintball Championship.

THE FIELD: BLASTCAMP USA, CHICAGO. America's most unique paintball field! An ex-military Nike Missile Site with Barracks, Radar Towers, Ammo Dump, Target Range, Bunkers, Fortifications, Foxholes, Trenches...and much more!

*Contest rules and information available in stores, in O.D.T. packages and at www.odt-game.com

PC
CD
ROM



O.D.T. Psygnosis is a registered trademark of Sony Computer Entertainment Inc. All rights reserved.



The citizens of Calli are about to be wiped out by a deadly epidemic. But to find the mystical green pearl that can save them, you must run a suicidal gauntlet through a massive tower. There are only two ways out: Alive and very dead. And there are plenty of hideous creatures in your way who are voting for dead. One thing's for sure, survival isn't pretty.

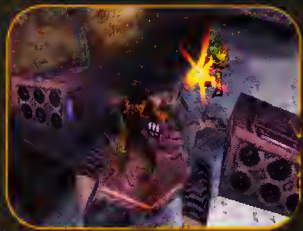
OR DIE TRYING

- Plunge into the bizarre 3-D worlds of O.D.T. It's part magic, part mayhem.
- Make your way through 8 intricate levels and more than 70 treacherous sectors.
- O.D.T. is an intense action adventure game that lets you choose from four characters — Lt. Ike Hawkins, Julia Chase, Maxx Havoc and Solaar — with different strengths, abilities and special moves.
- Confront your own mortality with endless fighting combinations, including hand-to-hand, weapon or spell combat.



©1998 DreamWorks Interactive L.L.C. All rights reserved. DreamWorks Interactive is a trademark of DreamWorks L.L.C. Small Soldiers™ & ©1998 DreamWorks L.L.C., Universal City Studios, Inc. All rights reserved. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. PlayStation and the trademarks of Sony Computer Entertainment, Inc.

INCAPABLE
OF FEELING PAIN.
REALLY GOOD
AT DISHING IT OUT.



The Commando Elite. The toughest, militant roughnecks ever inducted. Take 'em on. Or fire up two-player mode and take control of the Commandos yourself. Either way, it's non-stop, show no mercy take no prisoners, all-out 3-D warfare. So lock n' load, soldier. You're good to go.



www.smallsoldiersgame.com

DREAMWORKS
INTERACTIVE

and Amblin Entertainment, Inc.
PlayStation logos are registered

ELECTRONIC ARTS™



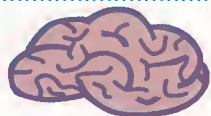
ACCESSORIZE YOUR PLAYSTATION 9!

PART 2

Last issue the focus was mostly on the invasion of controllers, steering wheels and other things that incorporate the Dual Shock technology of Sony's control pad. The biggest conclusion we came to was that much of the stuff out there are half-rate attempts at cashing in on a gimmick.

This issue we are pleased to present the second batch of PlayStation accessories. This time around we focus on all the new innovations in videogame interfaces. These range from Sony's

PDA, to some hard-core lightguns, to the Intensor chair (which is imbedded with speakers). Read on to get caught up with all the latest trends in PlayStation peripherals.



More than MEMORY



Sony PDA

Manufacturer: Sony CEA

Available: Spring '99

Sony's PDA plugs into the memory card port on the PlayStation and is used like a standard memory card for storing game data. This little guy has much more to it, however. Inside is a 32-bit RISC processor that can work independently of the PlayStation. It will have five buttons for controlling the action on its 32x32 resolution LCD screen and an infrared port for exchanging info with other PDAs. This one product can open a ton of new possibilities for PlayStation gamers. Not only can it enhance games (for example, you can train characters for an RPG while away from the PlayStation), it can also keep personal messages and provide a whole range of "digital assistant" type duties. We'll be getting the Japanese version as soon as it becomes available. When we do it will become much clearer as to what this thing will be truly capable of.





Air Racer

Manufacturer: SC&T America Inc.
MSRP: \$69.99
Available: September

The Air Racer is one of the first of an entirely new type of videogame controller. The technology behind it has been around for quite a while, but only recently has it become affordable enough to put into consumer electronics. The Air Racer is based on optical motion technology that lets you tilt the wheel in mid-air to get the desired result onscreen. It is geared for racing games, but it may also be good for some other genres. You will be able to re-map its buttons, and a little slide bar on the right of the controller provides analog speed control.

The one potential glitch we foresee for this innovative controller is how difficult it will be to calibrate its sensitivity. This is going to be a huge issue, as you won't want to spend a half an hour getting the controller tuned each time you play a new game.

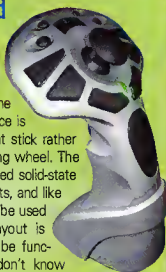


The Hammerhead

Manufacturer: Cyberstuff
MSRP: \$69.99
Available: September

The Hammerhead is definitely in the same club as the Air Racer. Its main difference is that it's shaped like a flight stick rather than a flying yolk or steering wheel. The Hammerhead has a patented solid-state design with no moving parts, and like the Air Racer it's meant to be used in mid-air. The button layout is unique and will hopefully be functional as well. We still don't know whether the stick on top will be digital or analog.

Like the Air Racer, the Hammerhead's main issue will be the ease with which you can adjust the sensitivity. Apparently it will have four preset sensitivities that will be adjustable on the fly, but whether these settings will provide enough range remains to be seen. We will keep a watchful eye on the Hammerhead and other controllers of its type as they get closer to release.



FOUR-PLAYER WIRELESS Fun

Ascii Wireless Pad

Manufacturer: Ascii
MSRP: \$49.99
Available: October

Up until now, it was impossible to use wireless controllers with a Multi Tap for multiplayer games. This is because all wireless controllers for the PlayStation use only two different infrared channels, basically for two-player games. This is a shortsighted mistake by manu-

facturers, as multiplayer mayhem is where wireless controllers could come in very handy. Things can get really messy with all those cords.

Well, Ascii has a solution and is coming out with its own four-channel wireless controllers. The Ascii Wireless Pad will come packed with two controllers when it is released. Say good-bye to all those cords!



a classic returns

Trac Ball

Manufacturer: Nyko
MSRP: \$39.99
Available: September

Someone is finally releasing a trac ball for the PlayStation! This much-needed peripheral is exactly the controller that many games deserve. Strategy games like *Command and Conquer*, shooters like *NZO*, as well as a bunch of classic games (including the new *Centipede* from Hasbro) could use a trac ball to improve the gameplay control. We'll review one of these babies as soon as we get our hands on one.



SGT Steel

"You'll be buried
without honors
DIRTBAG!"

DEAD IN THE WATER



ARM YOURSELF

Virtual Pistol

Manufacturer: Gamesource

MSRP: Not Given

Available: Now

This is quite possibly the coolest light gun ever made. It's got everything you need (auto-fire, auto-reload, and more) in a highly realistic design (although it will have some daydream paint applied to the barrel before it hits stores). The Virtual Pistol features GunCon compatibility and a foot pedal for use with games like *Time Crisis*. It has a nice weight that doesn't get too heavy. It also has a recoil function that is powered by its own A/C cord. This feature may also be the gun's one fault, though. The clacking from the recoil action can get pretty annoying if you're not the one actually playing the game. Fortunately you can turn the sound feature off, because the other members of your household would surely kill you if you couldn't.

★★★★★



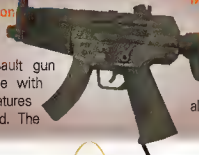
Erazer MP5

Manufacturer: Innovation

MSRP: \$39.99

Available: Now

This camouflaged assault gun look-alike is compatible with GunCon games and features auto-fire and auto-reload. The



manual is conveniently located on the side above the trigger and is easy to hit. The Erazer also has a recoil function, but it works differently than the recoil of other guns such as the Virtual Pistol. The Erazer has a motor inside (which requires four batteries) that makes a short "revving sound" followed by a clap. It basically sounds like a toy gun. Because a single recoil sound takes a moment to cycle completely, you will sometimes get off a few shots before the single recoil sound is finished.

The Erazer does have a nice feel, but overall this isn't the best choice available.

★★★

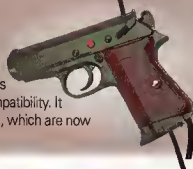
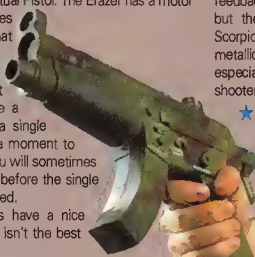
Scorpion

Manufacturer: Innovation

MSRP: \$39.99

Available: Now

The Scorpion is definitely one of the lightest light guns around while still being very accurate, although it's hard not to be with its GunCon compatibility. It also features Auto-fire and auto-reload, which are now



basically the standard enhancements for light guns. The Scorpion features a recoil function that makes a little vibration as long as you hold down the trigger. Its feedback is silent, so you won't annoy your neighbors, but the effect is nothing like the real thing. The Scorpion comes in some very cool colors, including metallic silver and gold. Overall, this isn't a bad gun, especially if you want to spend a lot of time playing a shooter and you don't want your arm to get tired.

★★★★½



SPACE-AGE Design

Ascii Sphere 360

Manufacturer: Ascii

MSRP: \$49.99

Available: October

The Ascii Sphere 360 is another totally new type of controller. Ascii is hoping to let you manipulate game characters like never before—the Sphere is truly 3-D. You twist the ball left or right to turn left or right. You press it left or right to strafe. Pressing forward and back makes you walk in those directions, while twisting up and down makes the character look in those directions. Control will be analog, and it will have a simulated analog mode for games with an exclusively digital interface. The Sphere will have several preset settings that will work with older games, while many of new releases—including *Forsaken*—will include native support for the controller. Look for the review next month.



► This diagram gives you an idea of the range of control the Sphere offers—you can push the ball as well as rotate it in any direction to move your character or to look around.

STRAP IN

Intensor

Manufacturer: BSG Laboratories

MSRP: \$399-\$500 (with all the accessories)

The Intensor is a chair that has multiple speakers sealed inside. Sitting in it while playing your games is pretty incredible, especially when you have the optional subwoofer hooked up. You can actually feel the explosions and impacts from your favorite games. This thing is so loud that we never dared to crank it all the way. The Intensor is the perfect solution if you have a mono TV, or if you want to experience the maximum from a game's soundtrack.

Unfortunately, after the initial shock of how loud the thing is wears off, you will notice that the quality of the sound is not that great. The high frequencies are particularly weak, with its tweeters peaking out almost constantly at minimum volume. In addition, the quality of construction does not reflect the chair's price. Although it hasn't fallen apart on us yet, it still seems like it might. It is also not terribly comfortable, although some extra cushions are going to be made available and should help a great deal. This is a product for the person who must have it all.

★★★★



NEVER OVERHEAT AGAIN?

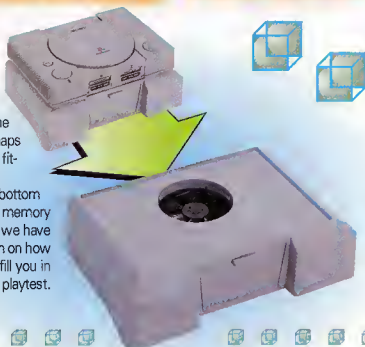
Cooling Station

Manufacturer: Nuby

MSRP: \$29.99

Available: September

Similar in concept but different in approach is the Cooling Station from Nuby. This unit has perhaps the more desirable streamlined design, with it fitting right underneath the PlayStation. The cooling fan blows up through the vents in the bottom of your system. It even has a little drawer for memory cards. We know the Game Ice is effective, but we have yet to test this new design so it's still speculation on how well the Cooling System will perform. We will fill you in when we can fully put one through a complete playtest.



Game Ice

Manufacturer: Consumer Benefits M.S.P.

MSRP: \$39.99

Available: Now

Quite a while back we gave a lot of coverage to the Game Ice, which essentially blows cool air through your PlayStation that was running the *Tekken 2* opening cinema over and over, covered everything with a blanket, and left them on all weekend. When we got back on Monday the PlayStation was not skipping and was cool to the touch. Unfortunately, after months of rumors and broken promises, we had almost given up hope of ever actually seeing this Hoover for the PlayStation on store shelves. By the time you read this, however, you will be able to order one online at www.computersplus.com. A short time later you'll be able to get one at Funco Land and Electronics Boutique. So much for overheating!

★★★★

WILL SOMEONE
PLEASE HELP UNSTRAP
ME NOW? I HURT.



More Info

If you are interested in any of the products featured or are having trouble finding a certain controller at a store near you, then go ahead and call the company who makes it for more information.

Ascii
www.ascii.net
(650) 780-0166

BSG Labs
www.intensar.com
Cyberstuff
www.cyberstuff.com

Game Source
(212) 279-6758

Innovation
www.innovation1.com
(860) 395-3090

Interact
www.interact.com
(410) 238-1426
support@gameshark.com

MedCatz
www.medcatz.com
(800) 659-2287

Naki
www.nakiusa.com
(800) 626-6254

Nuby
www.nubyonline.com
(603) 924-2260
info@nubyonline.com

Nyko
www.nyko.com
(888) 444-Nyko

SC&T America Inc.
www.platinumsound.com
(800) 408-4084

Sony CEA
www.playstation.com
(800) 345-SONY

Thrustmaster
www.thrustmaster.com
(503) 615-3200
(option 4 from
voice menu)



EBONY Justice

"You'll be
sunk by the
funk
PUNK!"

DEAD IN THE WATER™



ASC
GAMES™

DEAD IN THE WATER

LIVE FAST... DIE WET

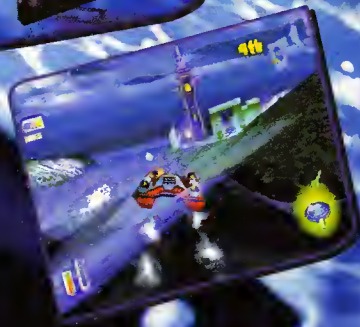
"I WILL destroy you in the Battle mode
I WILL destroy you in the two player split screen mode....
I WILL destroy you in the combat cable link mode
I WILL DESTROY YOU MAGGOT !"
-SGT.Steel

"When the Flag goes down baby
your gonna feel the Funk of my
Disco Fever Ray , You'll be
hearin' "Stayin' Alive" til' ya die"
-Ebony Justice

"I will continually upgrade my sinister
hearse boat and weapons to extreme
necropotent porportions and your
weak pale flesh will ROT IN PIECES"
-Dr.Graves

"Look here Son, I WILL use your head
as an anchor and your butt
as a seat cushion"
-Officer J.B.Nightstick

"We're like totally prepared to like
race and win on like all umm... 9
courses , ya know ? so like totally get
outta our way"
-Brandi,Mandi & Kandi



Dead in the Water™ is a trademark of American Softworks Corporation. ©PEG 96 Limited Partnership. ASC Games™ is a trademark of American Softworks Corporation © 1998. Dead in the Water™ is developed by Player 1. The ratings icon is a trademark of the Interactive Digital Software Association. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.



- 13 'Off the Hook' characters to choose from.
- 9 Blazin' aquatic tracks to tear up.
- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats- all fully upgradeable.
- Two player split screen or combat cable link.



ASC
GAMES™

www.deadinthewater.com

We improved



CORE



Both trademarks, Tomb Raider, Lara Croft and her likeness are trademarks of Eidos, Inc. © 1999 Eidos. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

*everything
you asked for,*

Monkey swing, crawl or sprint-dosh
when you can't fight your way out.



Wreak havoc through snow, wind
and rain with jaw-dropping realism.



Check your gut in manic,
eyeball-blistering action.



Kayak rapids and motorcycle your escape
from environments that will lase your mind



*but sorry,
still no nude code.*

**TOMB
RAIDER**
ADVENTURES OF
LARA CROFT
III

EIDOS
INTERACTIVE



WCW/NWO THUNDER

THQ's latest wrestling title calls down the Thunder

With the recent release of Acclaim's *WWF Warzone*, WWF fans finally got to see what a good overall wrestling game was like. However, WCW devotees were left out in the dust. Hoping to change all that, THQ is putting the finishing touches on its latest WCW title, *WCW Thunder*.

Featuring more than 60 WCW and NWO wrestlers, *Thunder* will not only be one of the largest wrestling games ever; it will also be one of the most complete. Virtually everything that you see on television is in this game: announcers, weapons, interactive crowds, steel cage matches—it's all here. You can even edit the costumes of the various wrestlers!

▼ Let me speak on this... *Odeley!* Goldberg in the house! Hogan doesn't stand a chance against Goldberg's perfect record. "Who's Next?" Hogan!

Considering that this is the last WCW game that THQ will be publishing (EA now has the rights to the license), it's nice to know that the company is working hard to make this the best wrestling game ever. And this game will have something that the WWF games will never have: Goldberg. Goldberg! Goldberg! Goldberg! Goldberg!



▲ Big Sexy finds out what it's like to get a giant boot to the head. Don't worry, the Wolfpack always come out ahead in the end. Owwwwwooooo!!!



▲ The cage match is one of those rare events you normally get to see only on Pay-Per-View. Now you can see it all you want on your PlayStation.



▲ Considering how popular WCW/NWO *Thunder* is on television, it was only a matter of time before it got made into a game. Now if only we could get the Nitro Girls...

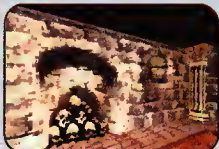
Publisher Electronic Arts
Developer Bullfrog

Release Date 1st Quarter '99
Type Action/Strategy



DUNGEON Keeper II

An action/strategy game that is simply pure evil



▲ Just like in the first game, you can switch to a more Doom-like first-person perspective to get more direct involvement with the action.



▲ When activated properly, these portals can transport you and your army to different areas of the dungeon. "It's your stargate."

D originally released on the PC, the first *Dungeon Keeper* achieved a loyal following because of its original gameplay style and innovative concept. This was one of the first games to let you truly play as a bad guy instead of the typical hero. You assumed the role of a *Dungeon Keeper* and had to protect your dungeons from any wandering adventurers that dared to enter. At your disposal were various traps and an army of loyal monsters. Cool idea—unfortunately, up until now it had never appeared on the PlayStation.

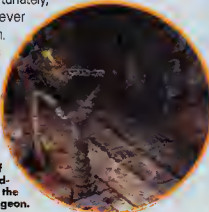
Well, console owners are finally going to get their chance to try out the dark side, as EA is planning to release *Dungeon Keeper II* for the PlayStation. The

game concept will remain the same for the sequel, but Bullfrog has made several new improvements. The graphics have been optimized for the PlayStation, and the controls have been streamlined to make the game easier to control. It will also have plenty of new creatures and spells to discover. Of course, you can expect an in-depth preview as more details are revealed.

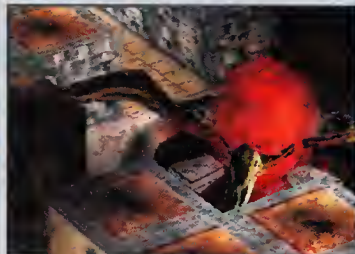
▼ While there is a lot of action-oriented gameplay, most of the actual battles are handled more like a strategy title. You have position your troops and then direct them in what they should do.



▼ While the third-person perspective in this game reminds us of *Diablo*, the monsters and spells are even more amazing. PlayStation RPG fans should be especially impressed.



► Here is another shot of the portal, but from a third-person view. Check out all the detail in the floor of the dungeon.





TRAVEL THE WORLD



▲ One of the more recurring locations in recent PlayStation games, Area 51 has always been a place of mystery.



▲ Driving along the pyramids in Egypt is considered a great vacation by most people, unless of course you are being shot at.



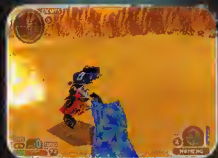
▲ The folks in Washington D.C. may be used to gunfire and drive-bys, but we don't think they are prepared for this!



One of the more interesting locations in *Twisted Metal 3*, the North Pole is not your typical car combat setting.

NEW COMBOS AND ATTACKS

One of the more innovative elements of the *Twisted Metal* series was the addition of combos. Just like in a fighting game, you could piece together multiple attacks that could not be blocked. In *TM3*, the combo system has been enhanced and made much easier.



▲ Remember the classic "freeze-and-shoot" combo? Well, it's back and much easier to do. We wonder what other combo possibilities *TM3* will have...



▲ Almost all the vehicles have weapons that fire from the rear of the car. This comes in especially handy when being chased and is a cool addition to the game.



▲ You can expect these fun traffic jams to occur often in *Twisted Metal 3*, especially now that up to four people can play against each other.

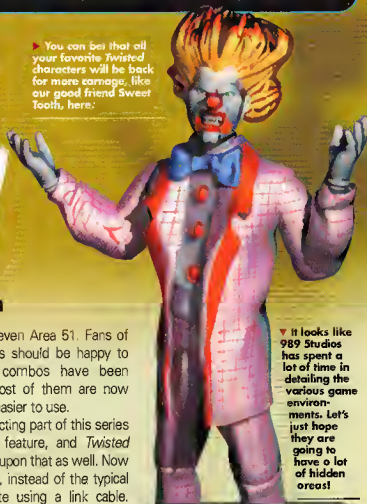


▲ Because the game uses a new physics engine, dubbed "TriPhysics," the cars lean, skid, and flip like they would in real life.



▲ What more enjoyable feeling is there than blasting the hell out of your opponents' cars and then making fun of them? We can't think of any!

► You can bet that all your favorite *Twisted* characters will be back for more carnage, like our good friend Sweet Tooth, here:



▼ It looks like 989 Studios has spent a lot of time in detailing the various game environments. Let's just hope they are going to have a lot of hidden areas!



▼ The last thing you want to do is get caught in some crossfire like this. One-on-one combat is still the most effective way to take your opponents down.

TWISTED METAL 3

The series that pioneered car combat returns for more mayhem

Twisted Metal was one of those games that helped to establish the PlayStation as the premiere console system. No one had seen car combat taken to this level before, and the graphics were quite impressive for the time. *Twisted Metal* quickly became a hit, and to this day, people still talk about the game and its sequel. Now, years later, the third title in this highly successful series is nearing completion, but it won't be brought to you by SingleTrac. Instead, 989 Studios is taking over the reins and is working hard to make *Twisted Metal 3* the best one yet.

As with any sequel, *Twisted Metal 3* will feature several new options and enhancements to bring the series up to date. It will have a total of twelve different vehicles to choose from, and each of them has been redesigned and upgraded with new weapons. The game also has eight new battle areas that include Los Angeles, London, Chicago, Egypt, Wash-

ington D.C., and even Area 51. Fans of the first two titles should be happy to know that the combos have been enhanced and most of them are now much faster and easier to use.

The most adding part of this series is its multiplayer feature, and *Twisted Metal 3* improves upon that as well. Now up to four players, instead of the typical two, can compete using a link cable. Also, the game contains several new arenas that have been specially designed for multiplayer games, which is what players have been asking for all along.

It seems that 989 Studios has thought of everything and is determined to make this latest game the best in the series—we will just have to hope that it can pull off the same magic that SingleTrac did. *Twisted Metal 3* will have to if it hopes to beat out the current king of car combat, Activision's *Vigilante 8*.





TOMB RAIDER III

"Shhh! Just between you and me, they're fake!"



Lara's back, and she's packin' much heat

Fs the release date for *Tomb Raider III* draws near, Eidos has released more information in the form of a playable demo. Comprising several levels of gameplay, the demo gives us a pretty good idea of what you can expect in the final version of the game.

The demo starts out as Lara arrives at what would normally be an abandoned military base. The base, which looks like something straight out of Area 51, has been recently populated with military forces, and it's up to Lara to figure out what is going on. Unfortunately, she is captured while investigating the situation and now must try to escape. Certainly not the best way to start off a new adventure, huh?



▲ The good ol' flare is back, but it doesn't look like you will have to use it as much as you did in *Tomb Raider II*.

As far as the actual game goes, *Tomb Raider III* looks to play pretty much exactly like the previous two titles. However, you can expect even more switch-oriented puzzles as well as larger multi-branching environments to explore. The graphics are also running in a higher resolution, so textures look a bit cleaner, which in turn makes each level look more realistic. Other little graphical refinements, such as rippling water and particle light effects, should help to give *TRIII* a level of polish the first two games didn't really have.

As mentioned in our last preview of *Tomb Raider III*, Core has given Lara several new moves such as the running dash and the duck-and-crawl. And if the demo is indeed a fair indication of the final game, then you can expect to be using these new moves a lot—especially the duck-and-crawl. In numerous instances you will reach an area that seems too difficult to cross. However, if you look around you will almost always find another path that you can crawl through.

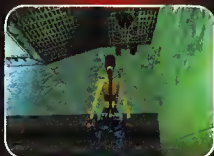
Hopefully, all these new elements will blend together to create a fresher and more innovative gaming experience for *Tomb Raider* fans. After all, the last thing we would want is a rehash of *Tomb Raider II*.

DODGE THE TRAPS

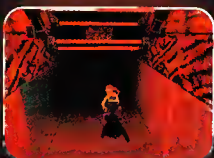
The *Tomb Raider* series has always been known for its cool traps, and the latest sequel continues this tradition. Even the demo has more traps than you can shake a stick at!



▲ As one would assume, the Area 51 base has a lot of traps and security devices to deter trespassers. Some of the most popular are these light sensors that set off the alarms.



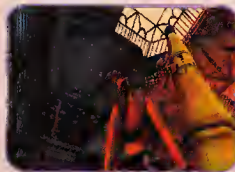
▲ These automated guns will track and shoot you if you get too close to their sensor range. Fortunately, you can destroy them if you have strong enough weapons.



▲ Even the vents have traps! This revolving laser array will take off a huge amount of your energy if you happen to get hit by it. Just keep ducking and you will be fine.



▲ The intro to the demo has Lara four-wheelin' it into Area 51. Too bad she crashes, gets captured by a bunch of military goons, and then has to escape.



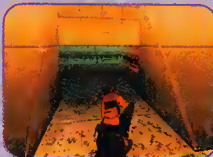
▲ We are not sure why the military base has been reactivated, but we assume it has something to do with this huge rocket and global domination...



▲ There is simply no better feeling than coming across a room that contains new puzzles and plenty of areas to explore, like this rocket loading room.

DOING THE CRAWL

By far, one of the most used moves in the *Tomb Raider III* demo is the crawl. It takes a bit to get used to, as most players are not accustomed for looking for those smaller openings, but it is still a great addition to the series.



▲ By including the ability to crawl, the game's developers have opened up even more areas for Lara to explore. You will have to keep your eyes peeled if you don't want to miss any of these obscure entrances.



▲ Another reason to love the crawl is that it allows for even more hidden items. You have to love finding a ventilation shaft opening that you never saw before, and then following it to an oasis of new weapons and ammo.

"The Best Armored Core of Project Phantasma" contest

Customize your very own AC and submit your artwork on either a memory card compatible with the PlayStation® game console or video tape with your official registration card and get a chance to win **\$500.00**.

Contest ends December 11, 1998. For more details, visit www.ascient.com or call (650)780-0166.

Armored Core™

PROJECT PHANTASMA™

Welcome to the newest edition in the Armored Core series; Armored Core: Project Phantasma. Blaze a path of destruction and devastation through enemy lines, take out secret installations, and pit yourself against the biggest and baddest ACs you've ever seen. Fully customize your AC with monster weapons and insane parts. Choose options such as missions, shop, e-mail, garage, and multi-player compatibility.

17 brand new missions

ACs can be outfitted with over 100 parts-weapons, body armor, jump jets, and more

One or two player death match mode available

Single player ladder-style fighting circuit against 49 different enemy ACs

Data from original Armored Core can be utilized and downloaded

Strategy guide available at participating retail stores

For more information: www.ascient.com

Customer Service: (650)-780-0166



©1997, 1998 From Software, Inc. All rights reserved. ASCII Entertainment and Project Phantasma are trademarks of ASCII Entertainment Software, Inc. Armored Core is a trademark of Sony Computer Entertainment America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The rating icon is a trademark of the Interactive Digital Software Association. All other brand and product names are trademarks or registered trademarks of their respective holders.

WELCOME TO THE CORE



FORMULA 1 '98

A new developer for a strong racing series

Started way back in 1996, the king of Formula racing is on its third installment with Psygnosis' *Formula 1 '98*. Expect drastic changes below the surface this time, as Bizarre Creations, the developer for the last two games, is not involved this year—Visual Sciences from Edinburgh, Scotland is the new torch bearer. This company has quite a legacy to live up to, especially considering that it is now starting the series over from scratch.

A new Psygnosis *F1* comes out each year, and they are always some of the best racers released. The whole series is a perfect example of games that balance an extremely detailed simulation with modes anybody can enjoy. These titles have always been for players of every degree of interest in Formula Car racing. From all appearances, this basic concept is being carried over to the new game.

New additions to *F1 '98* include a four-player mode that makes use of both the split-screen and the link cable, new modes of play like the Arcade Challenge, as well as all the '98 season car models and driver stats. The real-world track designs are promised to reach a new level of accuracy, as their specs were supplied by the governing body of the Formula car circuit. Also, a graphic of the course layout will now be on screen as you race in the Arcade mode.

Speaking of Arcade mode, the steering assist and brake assist that make the game so accessible is back. If you're into realism, however, you can always go to the simulation mode, which is notorious for its accurate, real-time races that take hours and hours to complete. But that's what the series has always been about, getting as close to real life Formula racing as possible.

The graphic overhaul doesn't seem to be complete on the version we've been fooling with. The look of the last Psygnosis *F1* game was incredible, and the only place really left to go was high-res. We'll be watching this area closely as the game nears completion. To its credit, the draw-in distance is much farther away than in previous games and makes seeing the turns ahead much easier. The big question with *Formula 1 '98* is whether it will have enough improvements to make it a worthwhile purchase. We'll be sure to let you know when the final game arrives.



▲ The new "in the cockpit" view is only available in the simulation mode. It features a slick digital readout of your MPH, RPMs, and gear.



▲ In the easy-to-play arcade mode, a map appears in the lower left of the screen. Keep an eye on it, but be sure not to miss the lovely scenery of Monaco.



▲ Of course the developers have included real cars, complete with real-life endorsements.



▲ A big challenge will be to convey the sense of speed and the results of collisions properly.



▲ Not only is the two player split-screen racing back, now you will be able to race in a four-player game. Of course, you'll need a link cable and two PlayStation3s hooked up to two televisions...



▲ Going off the road and getting stuck was a frequent setback in the first two games, and it's still just as easy to do.



▲ The far off view gives you a good idea of what lies ahead. You can see a lot further than in either of the previous games.

THE NEW PIT STOP

The whole pit stop system is even more realistic. Starting with better pit communication and ending with greater control of the pit process, Psygnosis is trying to make you even more a part of the racing experience.

- 1 When you pull off the raceway you need to top the brakes quickly to get your speed down. Notice the white smoke from the tires.
- 2 A display will pop up where you choose what your crew will work on. Just remember that a pit stop is supposed to be quick!
- 3 After you give them your orders, the animated pit crew will actually come out and go to work on your vehicle while you wait.
- 4 As soon as your pit crew finishes its duties and gives you the thumbs up, it's time to get back into the race!
- 5 Keep your speed down when pulling out or you'll get a penalty for exceeding the pit speed limit.

A large black circle is centered on the page. Behind the circle is a bright, glowing light source, creating a lens flare effect. The background is a dark space filled with numerous small, distant stars.

**IMPRISONED IN DARKNESS
A CENTURY AGO...**

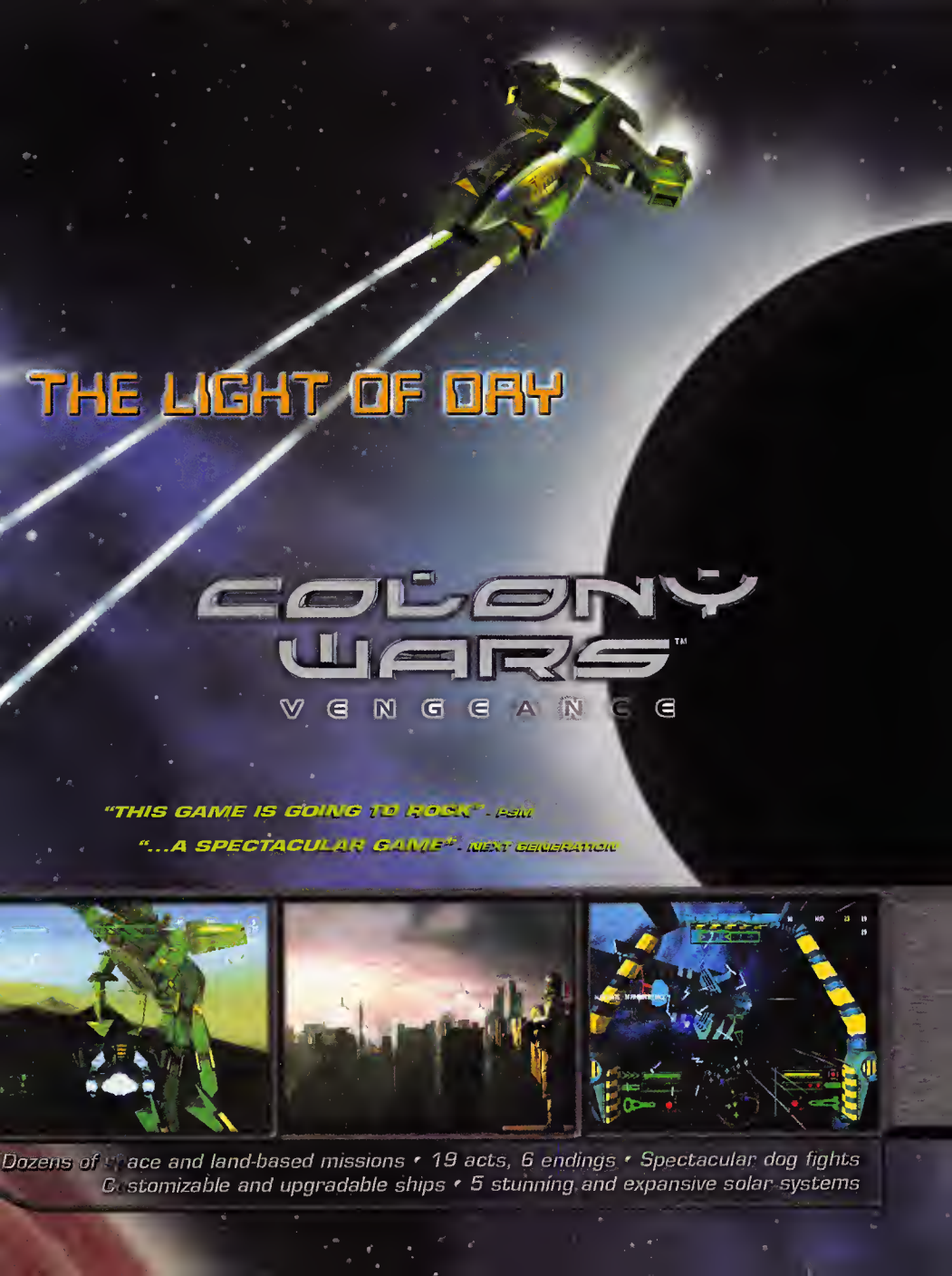
VENGEANCE IS ABOUT TO SEE

The breakthrough sequel to the best selling original, the story continues as the imprisoned Navy escapes to wreak revenge against the tyrannical League who defeated them 100 years ago.



Colony Wars: Vengeance, Psygnosis and the Psygnosis logo are TM or © 1999 © Psygnosis Ltd.

ALL RIGHTS RESERVED. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

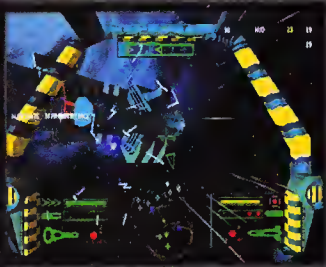


THE LIGHT OF DAY

COLONY
WARS™
V E N G E A N C E

"THIS GAME IS GOING TO ROCK" - ESM

"...A SPECTACULAR GAME" - NEXT GENERATION



Dozens of space and land-based missions • 19 acts, 6 endings • Spectacular dog fights
Customizable and upgradable ships • 5 stunning and expansive solar systems



XENA: WARRIOR PRINCESS

Television's warrior princess seeks new adventures on the PlayStation

► The actual face of actress Lucy Lawless was texture-mapped onto the polygonal model of Xena. Lucy's voice will also be used in the game.



► Depending on the situation, Xena may have to face as many as four or five enemies at a time. Who said being a warrior princess wasn't difficult?

TAKING CARE OF BUSINESS

Just like in the TV series, Xena likes to kick a little butt every now and then. She can relay on several different special attacks and weapons, as well as her two fists.



► A Xena trademark, the kick to the face is one attack that definitely needs to be in the game. There is no better way to humiliate your enemies.



► When more than one enemy is around, Xena normally prefers to use her sword. It has a longer range and can do quite a bit more damage.



► Xena also has her fair share of special moves, like this spinning blade attack. You will probably have to build up a special meter before being able to use it, though.

Only very few people in the U.S. genuinely don't know who Xena is, and ironically even fewer probably admit to watching the show. Yet *Xena: Warrior Princess* remains one of the most popular characters on TV. And now, she's coming to the PlayStation in all her leather-clad glory.

Viewed from a *Tomb Raider*-style, third-person perspective, *Xena: Warrior Princess* takes place in nine different locations, including Hades Castle and the Valley of the Amazon Bird Women. The object is to destroy an enormous three-headed Titan that has mysteriously appeared in Xena's world. It's going to be tough, but fortunately Xena will have access to her weapons as well as her refined hand-to-hand skills. She will also have other abilities that have yet to be announced.

If you are expecting *Xena* to be another *Tomb Raider*, you may be disappointed because it won't have many "push the block" or "pull the switch" puzzles. *Xena* isn't that sort of game. Instead, you will have to think your way out of a variety of challenging situations. And as for just killing everything that moves, that's not a good idea either. You will need to devise strategies to defeat enemies, but not kill them. Do this enough times and the game will reward you with something special.

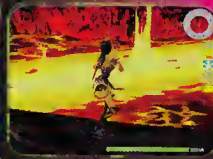
It is refreshing that Universal is developing a game that makes players think instead of forcing them to run around and attack everything in sight. The graphics look great and the concept is sound. Who knows? Maybe this will be the game that finally causes Xena fans to come out of their closets.



► Xena will encounter many strange opponents during her journey, one of which is this extremely tough stone golem.

FLAME ON!

Within the last year or so, PlayStation developers have really started to perfect lighting effects. With *Xena*, Universal has pushed the envelope and created some of the most realistic lighting and flame effects to be seen on the PlayStation.



► Have you ever seen lava look this good in a videogame? It actually bubbles and oozes just like real lava does.



► Xena gets blasted with another great looking fireball. Industrial Light and Magic, eat your heart out—this is true special effects.



► Sometimes a frontal attack is not the best way to defeat an enemy, especially if that enemy is a fire-breathing dragon.

[HOLD YOUR HAND OVER THIS PAGE.]

If you see a SHADOW, you've got until

winter before

(madness)

descends upon the land.

shadow madness strikes this winter.

find out how to save yourself at www.shadowmadness.com

CRAVE
A SONY COMPUTER ENTERTAINMENT INC. PUBLICATION

Crave, Cravead, and Shadow Madness are trademarks of Crave Entertainment, Inc. © 1999 Crave Entertainment, Inc.
All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.





NFL XTREME™. A HIGH-SCORING, 5-ON-5, IN-YOUR-FACE, GRIORON WAR. THERE'S NO RULES, NO PENALTIES AND NO BOUNDARIES. IT'S A HELMET-POPPING, TRASH-TALKING, LATE-HITTING FREE-FOR-ALL. ENJOY.



NFL XTREME

AFTER THE COIN TOSS,
ANYTHING GOES™



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. NFL is a registered trademark of the National Football League. Officially licensed product of the NFL Players and NFL Properties. The NFL shield design is a trademark of the National Football League. Team names, nicknames, logos and other indicia are trademarks of the teams indicated. TM/© 1998 NFLP. Players Inc. Logo is an official trademark of the NFL Players. ©1998 Players Inc. Developed by 989 Studios. "After the coin toss, anything goes" is a trademark of Sony Computer Entertainment America Inc. ©1998 Sony Computer Entertainment America Inc.



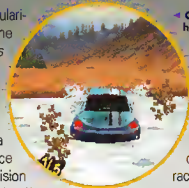
RALLY CROSS 2

Rally Cross returns with a trunk load of features and improvements

When it comes to racing in the U.S., the popularity of Rally racing pales in comparison to the likes of NASCAR and Indy racing. The first *Rally Cross* game is a perfect example of this bias, as the game never quite achieved the popularity it deserved from racing fans (then again, the game *did suck*...).

Anyways, instead of trying to fight public opinion, 989 Studios has focused on making *Rally Cross 2* a more accessible, arcade-style racing experience instead of a more realistic rally simulation. That decision seems to have been a wise one, as the game already offers plenty of high-flying off-road thrills without the realistic (but difficult and challenging) handling that marked the first game. You can now focus on passing someone in a corner instead of worrying that you might flip the car. Should a rollover occur, the new one-button flip-over is preferable to the back and forth rocking required in the first *Rally Cross*.

Rally Cross 2 is shaping up to have plenty of depth for racing fans, offering Single Race, Season, Time Trial, and Practice



One thing that hasn't changed from the first game are the pathetic water and mud splashes...

Alpine, Airport, Refinery, and Stadium and can be raced in the standard forward direction or in reverse. You can choose to race normally or head-on against one opponent, or you can race head-on in suicide mode against all opponents. The biggest news is the Create Race feature, which should really boost the game's replay value.

The graphics in *Rally Cross 2* don't look to set a new PlayStation standard, but they are a nice improvement over the first game. The game's overall look is similar to the original, but the cars and environments are better detailed and draw-in like minimal. The nicest improvement is the frame rate, which results in smoother gameplay and transmits the sensation of speed better. Too bad the mud and water splashes mirror the unattractive effects of the first game...strange, since the dust effects in both versions look so nice. *Rally Cross 2* won't be the next *Gran Turismo*, but seeing the progress it's made over the first *Rally Cross* in such early development is definitely encouraging.



Rally Cross 2 offers the extreme challenge of racing in a variety of terrains, track surfaces, and weather conditions.



Suicide mode has all your opponents racing the track in the opposite direction from you. Make sure your insurance is paid up!

CUSTOM CRAZINESS

Customizing the performance parts of a car is a standard feature in racing games these days. *Rally Cross 2* not only lets you fine tune a car's performance, you can also paint the car and create your own tracks! Art enthusiasts may enjoy fiddling with their car's looks, but real racers will spend most of their time creating a huge array of new tracks.



If you actually have no idea what you're doing when you start changing parts on a car, just do like us and blame the game for "lousy control!"



Green and blue not your idea of a sporting color scheme? Well come up your own colors, then!



Coollest new feature of the year? The ability to create new tracks adds immensely to the game's replay value.

RALLY RIDES

Not exactly patterned after real-life rally racing, the autos in *Rally Cross 2* span a pretty wide cross section of car and truck types. The vehicle list includes the Montero, Bug, Tigr, A4, 318i, F150, Corolla, Focus, Lancer and Impreza. Each vehicle will offer different performance capabilities and handling characteristics.



Real Rally fans (a rarity in the U.S.) will want to select the Tigr with its authentic level of high-speed off-road performance.



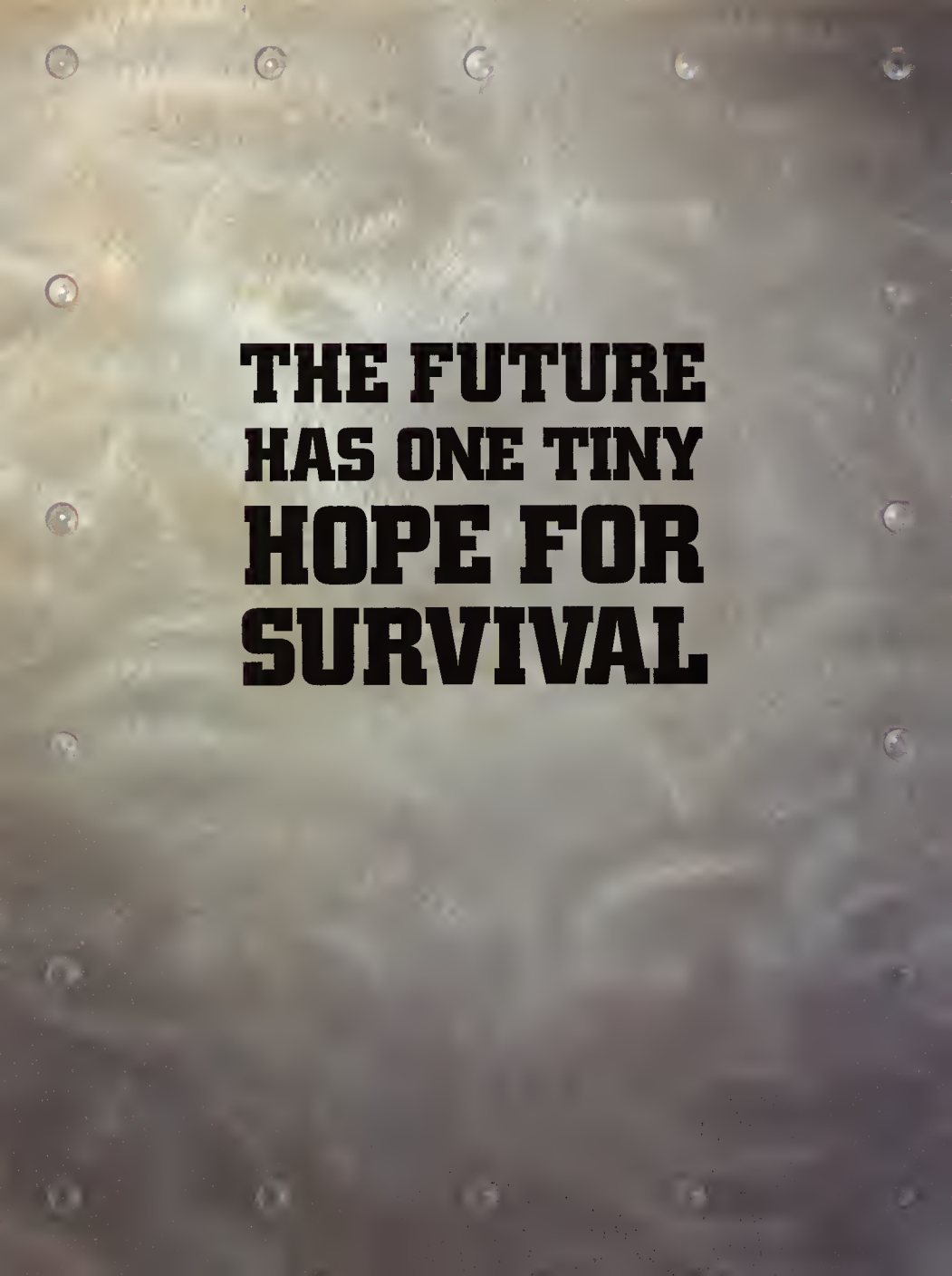
Also join the hottest car craze since the Aorta and go for the new Bug. Just be prepared to take a little abuse from your friends...



Graphical tweaks result in cars and tracks with greater detail than the first *Rally Cross*. The improved frame rate means the whole package moves and plays better, to boot.



Two-player split-screen action doubles the fun, but *Rally Cross 2* is one of the few games that still supports the oft-neglected Link Cable.

The background is a dark, mottled grey with a subtle, swirling texture. Overlaid on this is a grid of small, circular, metallic-looking elements, possibly rivets or bolts, arranged in a regular pattern. The text is centered and reads:

**THE FUTURE
HAS ONE TINY
HOPE FOR
SURVIVAL**

NCAA GAMEBREAKER '99

Can 989 Studios steal the college thunder from EA once again?

▶ As with any good college skins game, *GameBreaker* features every team and uniform you can think of. And of course, all the stats are up to date.



Last year's *GameDay* surprised us with its polygonal characters, great features, and dead-on controls, and yet *GameBreaker* still managed to improve upon it. This year, the same seems to be true. And considering how amazing *GameDay '99* is, this is no small task.

The first thing you will probably notice about NCAA *GameBreaker '99* when looking at these screenshots is its vastly improved graphics. Everything is much cleaner, and the players appear more detailed (thanks to a higher polygon count). In fact, each player is now scaled to their actual real-life height and weight. All 140 stadiums have also been included and are exact reproductions created from actual blueprints; they look even better than those found in last year's game.

The television-style presentation from *GameDay* is here, so little information boxes about the players pop up whenever a great play or tackle occurs. The Total Control Passing system has been retained as well, so you can have complete control over your throws and adjust them according to how much coverage the receivers are getting. Other new features that will separate *GameBreaker* from the other college football titles out there include the "Pummel Button," which enables players to execute particularly vicious hits, and an

improved "Blue Chip Recruiting" feature, which allows you to sign the top recruits and build up really powerful teams.

It must have been great for the developers of *GameBreaker* to inherit that wonderful *GameDay* engine. Now all they have to do is add in the teams and the plays (There will be 2,200 of them!) and they are pretty much guaranteed the best college game available on the PlayStation. You can expect a full review on this potentially hot game next issue.

▶ Of course, if you wanted the most realistic football experience possible, you'd put on the pads and go outside. But that would hurt.



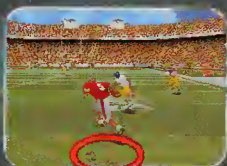
▶ Playing defense is always hard, but after a while you can start to figure out a majority of the plays that specific teams like to use.

A BETTER GAME...

The reason that *GameBreaker* remains the king of college football is because of all the little extras that it features. By themselves, they might not be much. However, if you put them all together they greatly improve the look and feel of the game. Here are a couple such extras:



▶ You won't find more accurate or better looking sports stadiums anywhere. The developers based these designs on actual building blueprints, and you can really tell by looking at the final results.



▶ A lot of extra animations were included in *GameBreaker* since the release of *GameDay*. Receivers now turn their heads when catching a pass and move more smoothly when running.



▶ Little additions such as this Jumbo Iron television really add to the realism of the game. And unlike *Battle Arena* Touchdown, the game doesn't slow down when you are playing in front of it.



▶ The scrimmage line is a moment of tension for any young quarterback. Can you handle it?

COOL MOVES

With any football title, *GameBreaker* features its fair share of offensive moves. You should learn these moves well and use them to dodge those guys if you're other team.



▶ The first move comes in great when trying to dodge those pesky tacklers. You just have to be sure to time it right or you will end up eating some dirt.



▶ The stiff-arm move works great against opponents. But remember, you still need to be aimed in the right direction. This receiver is clearly still getting the hang of things.

WHO THE !*#% YOU CALLIN' TINY?



"Tiny Tank's effects are some of the most impressive seen on a PlayStation... the game itself is a technical wonder"
-Next Generation



My name may be Tiny, but I'm also the only hope to save humanity from a bunch of brainless robots. I'm equipped with the most advanced weapons—big guns and rocket launchers—so I'm not going to take any B.S. from anyone or anything. So call me what you want, because in the end, all that matters is the size of your guns. Just ask the sorry-ass robot with a Texas-sized hole in his gut. www.tinytank.com www.mgminteractive.com



THE ADORABLE KILLING MACHINE



things you've always wanted to do:

HIT ON **BUFFY**

BOARD LIKE
THE WORM

drive a **BMW**
AT 200MPH

BUY a six pack

(OF SODA OF COURSE)

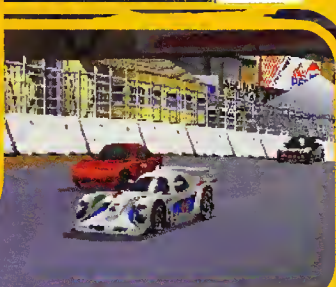
Well, driving the BMW M3 is well within your legal and physical capabilities. As long as it's one of the dream machines you'll find in the skin-ripping, neck snapping all-American thrill ride known as **SPORTS CAR SUPREME GT**

CHOOSE FROM COMPLETELY CUSTOMIZABLE, PERFECTLY RE-CREATED LUXURY RAGERS LIKE

BMW M3, PANOZ ESPERANTE, SALEEN MUSTANG, CALLAWAY CORVETTE & MORE.

THEN TRAVEL TO ALL 12 OFFICIAL COURSES IN THE GOOD OL' U.S. OF A AND LET IT RIP AGAINST A.I. OPPONENTS OR REAL LIVE SPEED FREAKS IN A SPECIAL 2-PLAYER SPLIT SCREEN MODE.





TRY TO WIN.
you'll need the boost after Buffy blows you off.

SPORTS CAR SUPREME GT

T.M.

www.vie.com



©1998 Virgin Interactive Entertainment, Inc. All rights reserved.
Sports Car Supreme GT is a trademark of Virgin Enterprises LTD.
© 1998 Point of View, Inc.
Licensed by Sony Computer Entertainment America for use with the
PlayStation game console. PlayStation and the PlayStation logo
are registered trademarks of Sony Computer Entertainment Inc.

DESTREGA

Koei brings a fresh new approach to the fighting game genre

Last year, Koei managed to turn a few heads with its release of *Dynasty Warriors*, a polygonal fighting game. Surprisingly, the game looked great, it played well, and it proved that the company knew a lot more about fighting games than most people expected. Now Koei is hoping to turn even more heads with its latest brawler, *Destrega*.

Developed by Omega Force (the same team that made *Dynasty Warriors*), *Destrega* can be best described as *Tobal* on steroids. However, instead of having to fight in a limited ring, you will be able to direct your characters freely around large, multileveled environments.

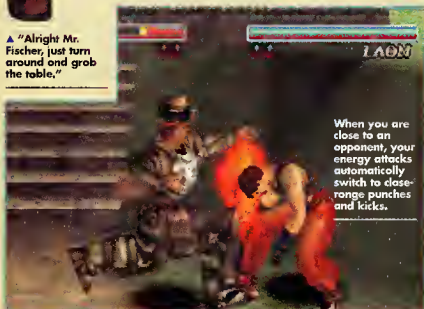
In fact, these are easily the biggest fighting areas that the genre has ever seen. The emphasis in this game is on speed and dodging, so you won't be required to learn any really complex special moves. You can execute most attacks with a single button press. Three attack

► Surprisingly, the CG cut-scenes in *Destrega* are extremely good and come close to those found in *Tekken 3* and *Resident Evil 2*



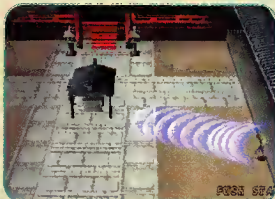
buttons represent fast, power, and span attacks, and each can be charged up. This is where things get cool. The whole fighting system is based on the "paper, rock, scissors" theory, so there is always a move you can do to cancel out your opponent's attack; fast beats power, power beats span, and span beats fast. By listening to the sound of your opponent's attack, you can tell which one is coming and counter with an appropriate attack of your own. What a great way to add strategy to a fighting game.

Hopefully, *Destrega* will help to build upon the success of *Dynasty Warriors* and show the world that Koei can create more than just highly accurate strategy wargames. But, as we often say, we will just have to wait and see.



▲ "Alright Mr. Fischer, just turn around and grab the table."

When you are close to an opponent, your energy attacks automatically switch to close-range punches and kicks.



▲ Some of the fighting environments have areas that you can hide behind, preventing your opponent's attacks from reaching you.

HUGE FIGHTING AREAS

The greatest aspect that *Destrega* brings to the fighting game genre is its immense environments. You'll have plenty of room to move around in, as well as different levels to jump up or down to. Here are two examples of the game's fighting areas.



▲ The Castle stage has a lot of levels that you can jump up to. Just like in real life, the higher you are above your opponent the more advantage you have in a fight.



▲ While not one of the more impressive stages, the Ruins have a lot of high edges that you can hide behind. This makes getting a clear shot in quite hard.



► "Okay! Now that I've switched into my cowgirl outfit, I'm ready for battle! (tee-hee!)"

SIMPLE ATTACKS

To make the controls as simple as possible, Koei split up the attacks into three different types: fast, power and span. By hitting a single button, you can easily execute the attack that is appropriate for a given situation. This allows everyone to jump right into the game without having to worry about memorizing any complex special moves.



▲ This is the best attack to use when you are unsure of what your opponent is going to do. It produces a very quick blast that can cover a lot of ground.



▲ Because it is slower than the fast attack, the power attack is more effective at close ranges. It can also hit multiple times for even greater damage.



▲ As its name implies, the span attack spreads out and covers a lot of ground. This fact makes it extremely difficult to dodge.



▲ The Team Battle mode allows for you and an opponent to select a group of characters and fight them against each other in a tournament-style competition.

DANCE FLOOR VIOLENCE

Each character in the game has its own signature attack, which is activated by pressing Triangle on the beat. The attack charges up and executes on the next measure of music. A hit dramatically decreases your performance meter, but you can dodge the attack by pressing Square in time as the attack is building.



▲ Pinky attacks with what looks to be huge Tarot cards.



▲ Hamm drops a giant hamburger on his opponent's head. Does he eat it?

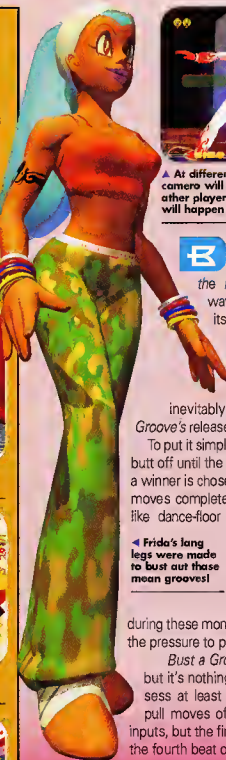


▲ Appropriately enough, Heat has a scorching flame attack.



▲ All characters have a dodge move in the form of a back handspring for avoiding attacks. It looks pretty cool.

► After beating the game you can open up the dance view and put your character in an auto-pilot with moves you program. You can also play around with the camera.



▲ At different times during a match, the camera will focus in on you, giving the other player a little break. The same will happen to your opponent.



▲ Timing and rhythm are everything in *Bust A Groove*. Whether you're facing the computer or a friend, it's really all about you and the beat.



▲ You'd better be able to get seriously down on the dance floor if you show up dressed like this character!

Bust A Groove (*Bust A Move* in Japan) is nothing like *Parappa the Rapper*, but as people look for ways of describing this dance title, its fundamental ties to rhythm and music make comparisons inescapable. With the wide appeal of its main character and its quirky gameplay, *Parappa* inevitably paved the way for *Bust A Groove*'s release into the U.S. market.

To put it simply, in *Bust A Move* you dance your butt off until the music ends. Once a song is over, a winner is chosen based on the amount of dance moves completed. Other factors are considered, like dance-floor attacks and linking moves into combos, but that's pretty much it for the gameplay. During a match you get a chance to solo where only your character is on the screen, and it's precisely during these moments when you really start to feel the pressure to perform.

Bust A Groove does have a learning curve, but it's nothing you can't overcome if you possess at least a small amount of rhythm. You pull moves off by entering a series of D-pad inputs, but the final input (X or O) has to come on the fourth beat of a measure of music. Strangely,

it is the only input that you have to time right. You can do the rest as quickly or as slowly as you want, as long as you press X or O on that fourth beat. On-screen visual cues are available to help beginners, such as a bar with upcoming moves inside it that will flash according to the beat. A training mode has also been included to get you through the basics.

This game takes the prize for having the funkiest, grooviest graphics around. The characters' motion-captured animations look totally smooth, and the revolving camera displays dance moves with drama and energy. On top of that, most of the moves—ranging from straight-up breakdancing to hard-core rave steps to the slickest disco gyrations this side of Travolta—are delightfully authentic. This makes for a game that even serious club kids will enjoy.

Musically, a few songs capture a bit of an underground feel. For the most part, the songs are very pop but they all have a good beat that you can dance to. *Bust A Groove* is coming very soon to your PlayStation and could well turn your living room into a dance floor!

BUST A GROOVE

There's a whole lotta booty-shakin' coming to the PlayStation

BUILDING COMBOS

Combos play the major role in *Bust A Groove*'s gameplay. After pulling off a move, just pull off another and you will be on your way to multi-move combos, eventually ending in a stylish pose. Depending on which move you choose, the combo string will branch into different directions. If you miss a move, it's back to the starting point. Successful combos are the only way to build your meter.



▲ After you pull off a few moves in a row you'll get this combo message. Don't stop now!

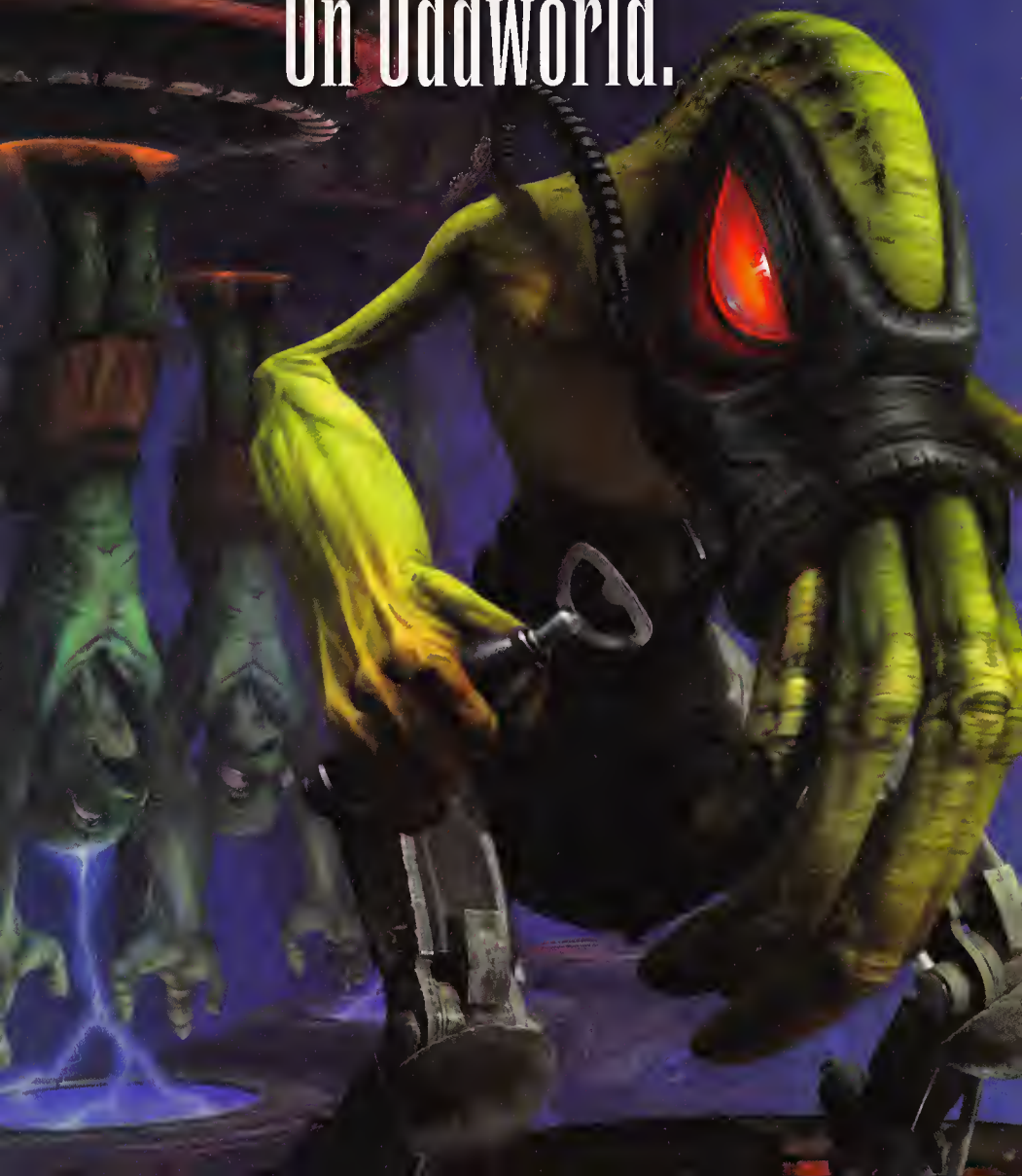


▲ Complete a few more moves after that and you've got five in a row. Lights start to sparkle around your character.



▲ A couple really hard moves later and your character will freeze in some killer pose, thus ending your combo string.

Made From The Best Stuff
On Oddworld.

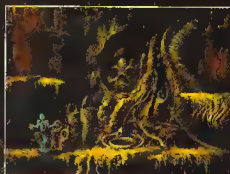
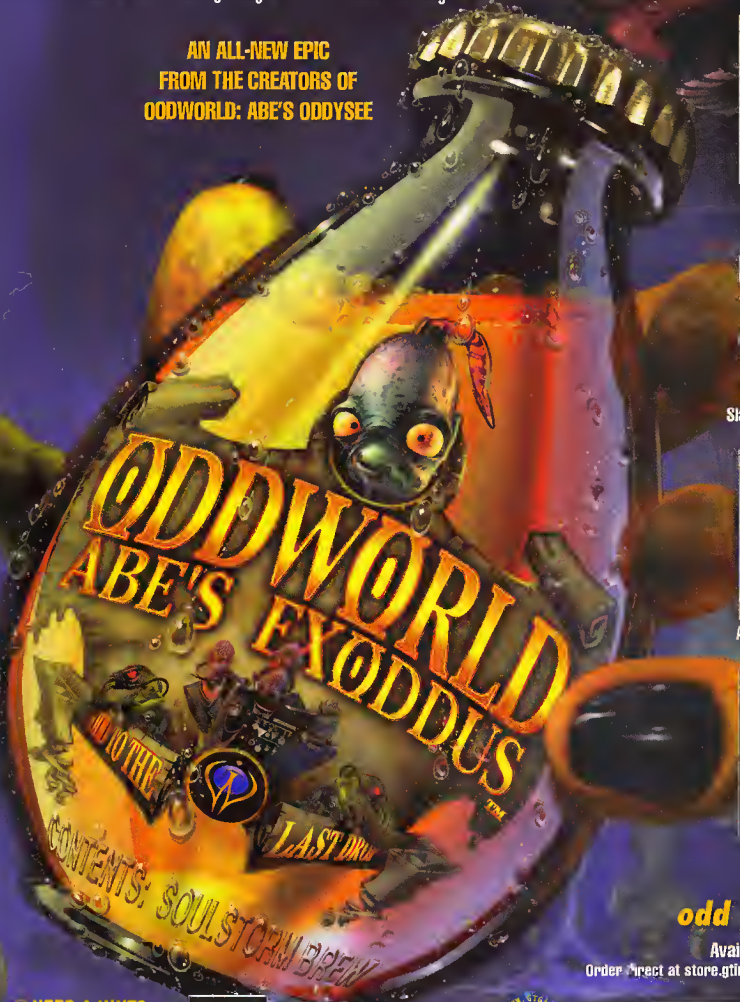


Some cry because of the challenging gameplay. Others cry for their enslaved brothers. But most Mudokons cry because electrodes are attached to their tear glands, stimulating the ingredients for SoulStorm Brew, the best-selling nauseating elixir from SoulStorm Brewery.

In the classic Oddworld tradition, Abe's Exoddus delivers more intuitive communication and entrepreneurial evil than ever before. Richer language. Lusher environments. Tougher challenges. Oadlier farts.

Welcome to the tastiest gaming brew ever concocted. Slug it down.

**AN ALL-NEW EPIC
FROM THE CREATORS OF
ODDWorld: ABE'S ODDYSEE**



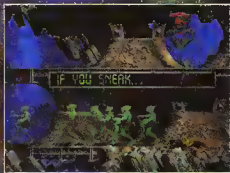
**New & improved save feature!
Save your game anywhere!**



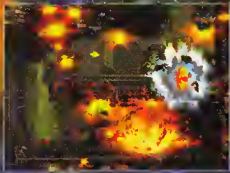
**Fart possession! No other game
has it - no other game wants it!**



**Slap some sense into those Mudokons
- but look out for laughing gas!**



**A complete Exoddus requires more
stealth than a ninja army.**



**Evil rules - but Abe's new powers
mean you're up to the task!**

odd to the last drop

Available at your local retail store.

Order direct at store.gtiinteractive.com or call 1-800-610-6TIS

**NEED A HINT?
1-900-CALL-2GT**

(225.5248)

(95¢ per minute, \$1.95 for
tax back maps) Must be
18 years or older or have
parents permission to call.
Toll free phones only.



Oddworld: Abe's Exoddus™ © 1998 Oddworld Inhabitants, Inc. All Rights Reserved. Created by Oddworld. Published and Distributed by GT Interactive Software Corp. GT is a trademark and the GT Logo is a registered trademark of GT Interactive Software Corp. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Oddworld Inhabitants Logo is a registered trademark of Oddworld Inhabitants, Inc. All other trademarks are the property of their respective companies.



INVASION FROM BEYOND

3-D shooting action with a B-movie plot

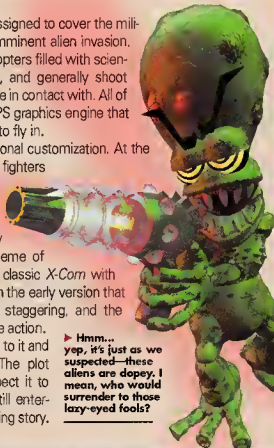
1 *Invasion From Beyond* is an excellent example of how to add variety to the standard 3-D shooter. By mixing and matching many different objectives over a very fast 3-D engine, King of the Jungle has come up with a unique action game with a great sci-fi flavor.

In *IFB*, you control a special fighter assigned to cover the military operations that revolve around an imminent alien invasion. You must provide cover for military helicopters filled with scientists, evacuate civilians to safe ground, and generally shoot down any of the alien enslavers you come in contact with. All of this takes place in a smooth-as-silk 60 FPS graphics engine that boasts plenty of free-roaming 3-D areas to fly in.

IFB is filled with possibilities for personal customization. At the start of each mission you can choose the fighters you want to use (each with their own characteristics), customize their weapons, and then set up the science research patterns that will lead to new technology. In fact, at its heart, the theme of *Invasion From Beyond* is a lot like the classic *X-Com* with much more action-oriented gameplay. On the early version that we played the options available were staggering, and the added strategy was a nice addition to the action.

The game has a great "B-movie" feel to it and the action is both fast and intense. The plot evolves pretty much as you would expect it to (lots of aliens blow things up) but it's still entertaining to actually play a part in the unfolding story.

► Hmm... yep, it's just as we suspected—these aliens are dopey. I mean, who would surrender to those lazy-eyed fools?



▲ In the hanger you can choose which ships you want to use on each mission. It's important to know which ship is best for which mission.

▲ In some missions you might have to pick up civilians and move them to nearby safehouses, like this church.



▲ The military sends a team of scientists out to investigate some mysterious crop circles—yet another plot twist.



▲ Each level takes place over an expansive virtual town, complete with civilians who usually need to be rounded up and placed out of harm's way.

Publisher Atlus
Developer Team Neo Blood

Release Date November
Type Fighting



GUILTY GEAR

This premiere fighting game may give Capcom a run for its money



▲ If you time your attack just right, you can counter your opponent's attack. You can tell if you were successful because the word "counter" will flash on the screen when you've done it right.



▲ Pulling off a one-hit kill in this game is rather impressive due to its difficulty. Here, Baldhead drops a mini-temple on top of his opponents and destroys them in one fell swoop.

When you look back on the numerous fighting games that have been released for the PlayStation, the best ones have always come from Capcom and Namco. So who would expect a company like Atlus to jump into the fray and release *Guilty Gear*, a 2-D fighting game of its own?

Guilty Gear plays a lot like your typical *Street Fighter* game, but it has even more going for it. First off, the graphics and character animations equal (if not surpass) those found in most Capcom titles. This is an impressive accomplishment in its own right. The characters also have the ability to

charge up their energy in a unique manner and then release a super attack—only they are completely vulnerable in the process. This should hope-

fully add more of a strategy element to the game. With such a huge success in Japan and the U.S. import market, *Guilty Gear* already looks set to make a major impact on the fighting genre. We'll just have to wait and see if the general population is willing to accept a 2-D fighter that's not from Capcom. We sure hope so!

► You can power-up your special moves any time during a match. Unfortunately, you can't block or move while you are doing this.



▲ The typical weapons in a fighting game are normally a sword or a club. *Guilty Gear* breaks new ground with unique weapons like an anchor and a giant ax.



It's a Whole New Game



Coming in November



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. NBA Shoot Out is a trademark of NBA Properties, Inc. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member Teams and may not be used, in whole or in part without the prior written consent of NBA Properties, Inc. © 1998 NBA Properties, Inc. All rights reserved. Developed by 989 Sports. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment America Inc.



LET THEM EAT



20 ways to Annihilate Alien Trash...
A merciless **MOTHERLOAD** of all-new Weapons!



Blast the past in the Wild West,
The Dark Ages, and Imperial Rome!



It's **Sudden Death** on all sides in 28
single-player and two-player massive levels!

"It outdoes Tomb Raider, on
so many levels, it's scary."

Gametan Online

Travel through time in an all-new Nukem frag-fest exclusively for the PlayStation® game console.

In this revolutionary third-person shooter Duke annihilates ancient Rome, conquers the Dark Ages, tames the Wild West and lights up L.A., proving once more that the only good alien is a dead one! With a colossal arsenal of high-tech, all-new weapons and more Nukem attitude and humor than ever before, **TIME TO KILL** gives you more of what you crave.

More hard-core action! More exploration! More shooter mayhem! More of the King of Carnage!

LEAD!

Soundtrack
available this
holiday season on
RED Interactive
records.



Experience Hard-Core Nukem action,
shooting, and exploration!



Play Duke in full-on third person
glory for the first time ever!



Make 'em History in 2-D over mode!

DUKE NUKEM TIME TO KILL

www.duke-nukem.com

Make 'em History!

Available in September at your local retailer.

Order direct at store.gtinteractive.com or call 1-800-610-GTIS.



NEED A HINT?
1-900-CALL-2GT

©1997, 1998 3D Realms Entertainment. All rights reserved. Developed by 3-Space, Inc. under license from GT Interactive Software Corp. under license from 3D Realms Entertainment. Published and distributed by GT Interactive Software Corp. GT is a trademark and the GT logo is a registered trademark of GT Interactive Software Corp. The PlayStation logo is a registered trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective companies.



licensed by



developed by



NBA SHOOTOUT '99

"More" is the word for *ShootOut '99*

Following in the footsteps of NFL *GameDay '99* is going to be tough, but it looks like *NBA ShootOut '99*, the latest sports title from 989 Studios, is up to the challenge. You can expect the same detailed graphics, responsive gameplay, and TV-style presentation that made *GameDay* so great, plus a few added bonuses that should help make this hoops game really stand out.

Motion-captured characters were a big focus of this year's *ShootOut*, so four NBA players were used. Between them, virtually every personalized move and more than 35 new signature dunks have been captured and included in the game. Other new features include a Total Control Shooting system, which allows you to control the loft and accuracy of your shots, and a Team Momentum Bar that keeps track of the flow of the game.

This latest *ShootOut* is boasting some strong new features and should make it a tough competitor against EA's *NBA Live '99*. May the best game win.

► Is that Laetner puttin' up the hook? Too bad about his busted achilles.

► Thanks to the larger, more detailed polygonal players, you can always clearly see what is going on, even in a crowd.

► There is no better justification for trash-talking than blocking on opponent's last-second attempt to tie a game.

▲ With the new Total Control Shooting system, you'll now have much more control over the shots you take.

▲ Cool little moves, like the behind-the-back pass, are now much easier to do and more effective in a game.

▲ A lot of work was done on the players' facial textures, so now everyone accurately represents their real-life counterparts. When the mailman delivers, you can really tell it's him.

Publisher Electronic Arts
Developer EA Sports

Release Date November
Type Basketball



NBA LIVE '99

EA steps up the flash and brings on the funk

Last year, EA's *NBA Live '98* was one of the better hoops titles out there. But it still just seemed to lack some of the flash and features that the other titles had. This year, however, things might be a little bit different.

Easily the most innovative feature *Live '99* will bring to the court is player facial expressions—more than thirty of them. Now, depend-

ing on that the players are doing, they will actually laugh, frown, or show that aggressive "in your face" look you would normally see in real life.

Other features include a revamped "Create a Player" mode, which allows you to adjust virtually every aspect of

a player's appearance and ratings, and an improved arcade option lets you pull off those high-flying NBA Jam-style dunks. *Live '99* even has a "quick start" mode that gets you playing in only two button presses.

Regardless of these new features, we just hope that this year's *Live* plays just as well or better than last year's version. If it does, then EA is sure to have a great B-ball game on its hands. 989 Studios may just have to watch out.



▲ This year's team management system is much more intuitive than ever before, so trading players is a breeze.



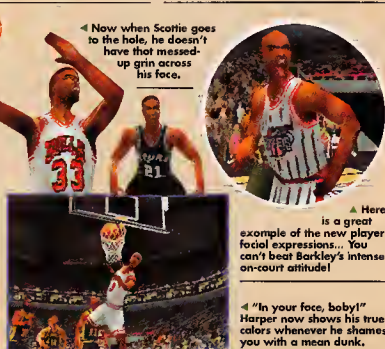
▲ A long-overdue practice mode allows you to work on your threepoint shots as well as lay-ups and dunks.

▲ Now when Scottie goes to the hole, he doesn't have that messed-up grin across his face.

▲ Here is a great example of the new player facial expressions... You can't beat Barkley's intense on-court attitude!

▲ "In your face, baby!" Harper now shows his true colors whenever he shames you with a mean dunk.

New crowd calls and cheers should help to make this year's *Live* feel even more like a real basketball game.



**You're in the 10th frame,
there's a bucket of sweat
dripping off your brow
and this shot is worth
way too much money**



IS IT REAL OR IS IT..

- 13 Brunswick ProStaff™ Bowlers
- Brand new Brunswick Bowling Skins Game™ format
- Multi-player up to 6 players



- State-of-the-art physics engine for unbelievably real pin action
- Intelligent bowler and crowd reactions
- Cosmic Bowling™

Available Now



www.thq.com
www.brunswickbowling.com

Adrenaline
ENTERTAINMENT



Brunswick is a registered trademark of Brunswick Corporation. Brunswick Bowling Skins Game, Cosmic Bowling and ProStaff are trademarks of Brunswick Bowling & Billiards Corporation. Brunswick Circuit Pro Bowling is a trademark of THQ INC. ©1998 THQ INC. THQ™, THQ and PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

MESS



Possess a cop and impale his friends with a harpoon.



Light someone on fire, make them feel the burn.



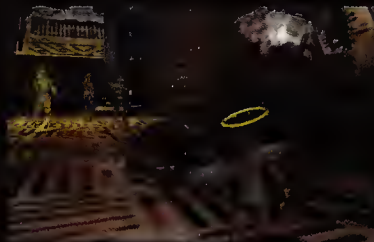
Mingle with your enemies and pick 'em off one by one. But who are you hiding in?



To get the information he needs, Bob's got to go through some 'unusual' characters...



Apparently, nightclubs of the future don't have problems with mind altering cherubs flying about...or do they?



Injured enemies will try to escape by crawling away in agony.

God hates to lose.

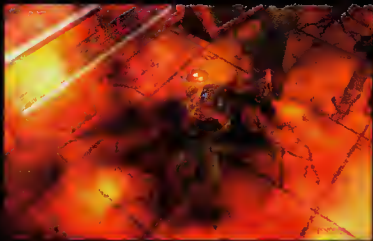
To clean up the world of tomorrow, Bob will need to use every trick in the book – and then some. He'll have to possess over 25 different character types in order to deceive, kill, dupe, and maim all who stand in his way.

And he's the good guy...

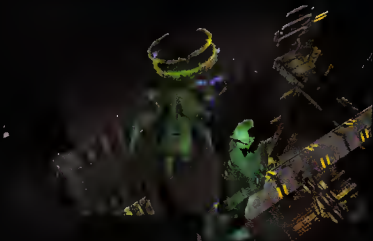
SLAH™



Leave a trail of burned corpses behind you (but watch 'em dance while they burn!).



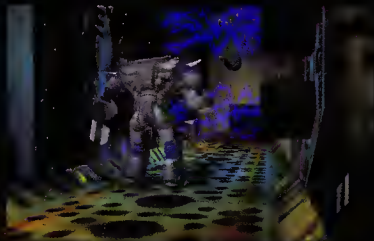
The power and the glory are yours, if you can keep from being consumed by the fires of Hell.



Hide in the shadows and take your victims by surprise.



Behold, for I am Bob!



Possess the behemoth and turn him into crispy bacon bits using 10,000 volts.



Nice body. I'll take it.

Featuring music by

**FEAR
FACTORY**

Check out the band's latest release
"Obsolete" in-stores now.

For more information call 1-800-INTERPLAY, (468-3775)

Become a believer, see Messiah in action - www.shiny.com or go to www.interplay.com

Coming Soon to www.softwareforpcs.com

COMING WINTER '98



Messiah, Interplay, the Interplay logo and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved.
All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.



THE DIABOLICAL ADVENTURES OF TOBU

989 flies into new territory

A significant departure from 989 Studios' distinctly sports/action titles, *The Diabolical Adventures of Tobu* is the most ambitious title of its fall lineup. The game is set against a futuristic backdrop, in which the evil Emperor Nen Hithol has kidnapped Tobu's uncle. You control Tobu as he duels with the mechanical minions controlled by the Emperor.

Packed with more than 30 levels, the most exciting aspect of *Tobu* is that the hero maneuvers through the stages while in flight. Equipped with mechanical wings, Tobu can jump, fly, dive, and hover in his journeys through the mythical land of Tokoro. But don't expect Tobu to remain airborne throughout the game; he is also capable of landing in order to replenish energy or to overcome complex obstacles.

Offering 360 degrees of flying freedom, *Tobu* will be 989 Studios' wild card when it hits the store shelves sometime early next year.

▶ Collecting seeds will allow you to trade them at appointed areas for extra lives.



▲ Touted as "completely interactive," Tobu is able to explore virtually every nook and cranny of his environment with ease.

▶ Tobu incorporates magic as well as conventional weaponry in his battle with the armies of Hithol.

▶ The beautiful indoor environments will really test your flying abilities.



▼ Tobu's mechanical wings bestow him with the gift of flight, and he'll be in flight for almost the entire game.



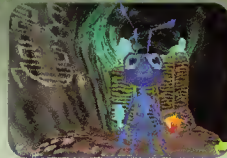
Publisher Sony CEA
Developer Travellers Tales

Release Date November
Type Action/Platform

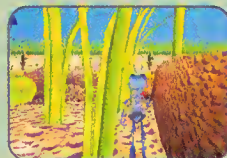


A BUG'S LIFE

This game lets you view the world from a whole new perspective

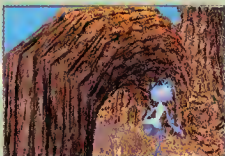
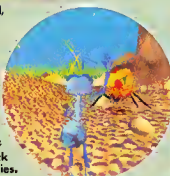


▲ Meet Flik. He's your typical ant, only he's about to get tough on a bunch of no-good grasshoppers.



▲ Because you are so small, even grass or leaves can block your way. You will have to think of some clever ways to make it through the game's 15 environments.

▶ Berries are your main offensive weapon, and you have an unlimited amount of them. They will even lock on to any nearby enemies.

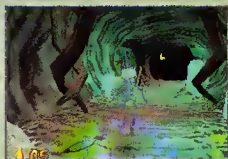


▲ We're pretty excited to see the movie, so who knows, maybe the game will turn out cool, too. Hey, we'll always be kids at heart!

Based on the soon-to-be-released Pixar film, *A Bug's Life* shrinks you down into the role of Flik, a misfit ant who is trying to save his colony from a bunch of greedy grasshoppers. Apparently, the grasshoppers come by each year and demand free food from the ants. Only this year, things are going to be different. Flik is determined to stand up against the grasshoppers, and this is how the game begins.

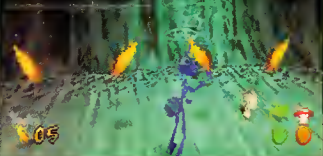
Through 15 levels of gameplay, you will have to maneuver Flik past enemies, solve several unique puzzles, and interact with characters who are willing to help you out. The environments are completely 3-D, so exploration becomes a very important part of the gameplay. On the offensive side, Flik has a couple of attacks at his disposal. He can pick up berries that are scattered around the different worlds and throw them, or he can butt bounce his opponent to death.

It may all sound simple, and that's how it's supposed to be. This game is geared mostly at younger audiences, but a lot of older gamers may still find the game to be entertaining. It's nice to see that Sony is releasing games all ages can enjoy.



▲ One of Flik's most powerful attacks, the butt bounce can flatten almost any bug he may come across.

Seeds like these can be collected and then planted. The resulting flowers can provide Flik with a variety of power-ups, one of which restores his health.



R4: RIDGE RACER TYPE 4

Namco closes in on *Gran Turismo's* racing crown

Ridge Racer was the first racing game to be released for the PlayStation, and it wowed players with its next-generation graphics, arcade controls, and addicting soundtrack. What's interesting is that it only took Namco about six months to do the conversion. At first, people credited that to the fact the PlayStation was so easy to program for. Now, years later, we know the truth: Namco simply knows how to make great games. And the company's latest racing title, *R4: Ridge Racer Type 4*, could very well steal the spotlight from *Gran Turismo*.

R4 is the fourth title in the *Ridge Racer* series, and it looks to take the racing genre in a whole new direction. First off, the game will feature more than 300 different cars (including color variations), which pretty much blows *Gran Turismo* out of the water. It will also have eight kinds of racing courses—a welcome addition considering that every previous *Ridge Racer* has really only had a single track. However, the greatest asset of this game is the incredible graphics.

The series has dropped the arcade-style look and

gone for complete realism.

R4 simply looks amazing, and after checking out at these screenshots we are sure you will agree.

Unfortunately, very few details have been released about *R4's* features. However, Namco has hinted at a new type of mode that will be included in the game. "Grand Prix Mode" will allow you to experience every aspect of racing, including such things as "team politics". How this will influence the actual process of racing is not yet known.

Given Namco's talent, this will probably be on of the greatest racing titles ever on the PlayStation. We simply can't contain our excitement and hope that more information gets released soon. Better watch out, *Gran Turismo*!



▲ The intelligence of the computer-controlled cars is going to be very high, so you will need all your racing skills to come out on top.

CHECK OUT THE SCENERY

R4 has by far made the largest leap in graphical quality of any previous *Ridge Racer* title. Because of this you can expect plenty of extremely realistic tracks and scenery.



▲ From a distance, the screen captures of *R4* look like actual photos. Just check out these course houses—they look almost real.



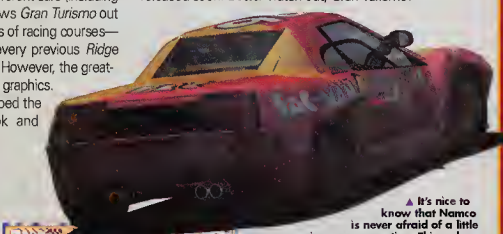
▲ *R4* has eight tracks to race on, and all of them will probably be as pretty as this one. You can expect to see trees, fields, and plenty more memorable landmarks.



▲ *R4* will also feature several bridges to race across. All of your *Ridge Racer* fans may remember this familiar bridge from the first game.



▲ Hopefully Namco will change the "pinball" effect that happens when you hit a car, where you get thrown back and the car you hit is pushed further into the lead.



▲ It's nice to know that Namco is never afraid of a little in-game promotion. This red car is very similar to the model found in earlier *Ridge Racer* games.



▲ It's amazing that you can have this many cars on screen at one time and still maintain this level of graphical goodness. It boggles the mind! We must have this game.



▲ Namco has stated that the game will have more than 300 car variations, but most of them will probably be the same car with different color schemes.

FORK IN THE ROAD

Typically, the *Ridge Racer* series has always used a single, long course split up into sections. As you won races, more and more of the course would be revealed. In *R4*, it looks like there will be several completely different courses and each of them will feature shortcuts and forks.



▲ It looks like a few of the courses will have forks in them, which leads us to believe that the game will have plenty of shortcuts to find.



▲ Sometimes the forks go off in completely different directions and elevations. It's going to be a challenge finding the best routes to take.

DO YOU GO STICKSIDE,
GLOVESIDE, OR THROUGH
THE LITTLE LOOP IN THE
LACE OF HIS RIGHT SKATE?

Presenting NHL FaceOff '99. Now, with all-new Authentic Hockey Intelligence so players dish out drop passes and hip checks just like they would in the NHL. Pull off every check, shot and save you can think of (including a few you can't). Play in real NHL arenas designed from actual blueprints. And who better to call the action than Mike Emrick and Darren Pang. Test your skills in the most realistic hockey game you'll ever play. Without lacing up a pair of skates.

**NHL
FACEOFF
99**



www.989sports.com

PlayStation





▲ The last mission in the game requires you to destroy the enemy outpost. As to the teeth and pecked with troops, this nut is going to be a tough one to crack.



▲ Before each stage you are presented with the mission objectives and a graphical representation of the enemies you will have to face.



▲ If you hold down the R2 button, the camera will zoom in and give you a better view of the environment. You can even adjust your aim from this angle.



▲ These strange-looking creatures will help you out if you manage to free them from their chains. Just don't get too close or they might decide to attack you.

SMALL SOLDIERS

Small Soldiers is shaping up to be a big game

For those of you who caught the movie, the story behind the *Small Soldiers* game is very similar. You take on the role of Archer, a strange-looking creature from the planet Gorgon. Your race is typically peace-loving, but now it is forced to take up arms against a bunch of invading toy soldiers. Powered by the latest in microchip technology and led by Commando Chip Hazard, these toy soldiers have been programmed for combat and are attempting to take over Gorgon. It's up to you to defend

your world by vanquishing the soldiers and destroying their military stronghold.

The game takes place in

► Here's a John Woo moment for you: Here you are walking around the level, and then you meet up with your worst enemy. Both of you have your guns drawn... but who will fall?

twenty different areas, and you will have to successfully complete specific missions in each area in order to continue on. The missions will involve blasting enemies with your energy shots, setting up traps, and deploying your own troops—this game seems to have a little of everything. Surprisingly, *Small Soldiers* even features a one-on-one deathmatch mode. Two players can take each other on in split-screen action and see who really is the best. This should help to add more replay value to the game, especially when all of the standard missions have been completed.



The PlayStation has seen a shortage of good action games recently, and it looks like EA is trying to fill that void. Hopefully, everyone will still remember the movie when the game actually gets released later this quarter.



▲ Any game that lets you control a missile-firing mech is alright in our book. Watch out commandos, playtime is over.

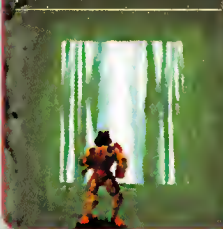
THE GLOW

When you got the glow, the glow you got... Oops, we just somehow jumped into *The Last Dragon* movie. *Small Soldiers* has various glowing energy pockets that provide different functions. Here are two of them and what they do.



▲ We like to call this the "Flame of High Jumping." Run into it and you will be catapulted high into the air.

▼ This energy wall is the equivalent of a Star Trek transporter. Jump in and you will be transported to another part of the level.



CLASSIC POWER-UPS

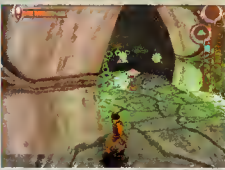
It wouldn't be much of an action game if you didn't have plenty of cool power-ups to find. *Small Soldiers* has plenty and you are going to need to discover all of them if you hope to survive the fight against Hazard.



▲ This blaster is what you will be using most of the time to destroy the bad guys.



▲ When you do manage to blow up a main badie, a power-up may appear.



▲ Pick it up and you can get cool new weapons like this ricochet energy shot.



◀ *Small Soldiers* has taken that extra step forward and included a pretty cool multiplayer mode. Deathmatch, here we come!

SLAP

\$5^{off}

at SEARS

\$5^{off}



SEARS

FUNTRONICS

NHL

FACEOFF

99



R 5772780339#1000

Good for \$5 off the purchase of NHL FaceOff™ 99 at Sears Funtronics Dept. regular purchase price. Valid 9/29/98-1/31/99 on only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢.

\$5^{off}



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. NHL FaceOff is a trademark of the National Hockey League. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and NHL team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 1998 NHL. Officially licensed product of the National Hockey League. National Hockey League Players' Association, NHLPA and NHLPA Logo are trademarks of the NHLPA and are used, under license, by 989 Studios, a division of Sony Computer Entertainment America Inc. © NHLPA. Officially Licensed Product of the National Hockey League Players' Association. Designed and developed by Killer Game. Published by 989 Studios. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment America Inc.





NEW AND IMPROVED MOVES

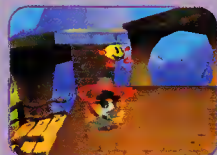
To deal with the game's 3-D surroundings, Pac-Man was forced to learn several new and useful skills. Here are two of the main ones that you will use a lot:

SWIMMING



▲ Sometimes the easiest way to reach an area is to swim to it. Also, the water may contain treasure chests that have useful items.

BUTT STOMP

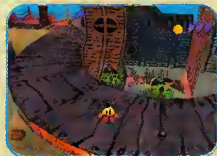


▲ Nothing can withstand the fury that is Pac-Man's new butt stomp. We just feel bad for the guys that get hit by it.

▼ It looks like the power pellets are back. They will probably give Pac-Man invincibility for a limited time, just like they did in the first game.



▲ Collect enough of these apple icons and you will probably earn an extra guy. That's pretty much a platformer standard nowadays.



▲ It is strange to see Pac-Man look so small, but that is just a testament to how large each of the game's 30 levels are going to be.

PAC-MAN 3-D

The most famous videogame icon of all time returns for his biggest adventure

Since the release of *Pac-Man* in 1980, the game has spawned a cartoon series, a hit song entitled *Pac-Man Fever*, several sequels, and countless imitations. Strangely though, the franchise has been quiet for some time, appearing only once on the PlayStation—and that was on a *Namco Museum* collection. Next year, however, things are going to change because Namco is bringing back *Pac-Man* in all his glory.

Pac-Man 3-D, the first game to be designed and developed by Namco's U.S. development team, takes our fearless hero and places him in all-new, free-roaming environments. He is no longer limited to running around in boring mazes but can travel to such interesting locations as his house, a ghost village, a dot factory, and even an archeology excavation. The game has 30 areas in all, and each will feature its fair share of ghosts (yes, the ghosts are back) and hazards to hinder Pac-Man's progress. Fortunately, the Pac-ster has learned some new skills since his days in the spotlight that should help him out—the coolest of which is the soon-to-be-famous butt stomp.

However, fans of the traditional *Pac-Man* gameplay won't be left out either, because the original ghost-infested mazes have returned. Only this time they are in full 3-D. A few of you players out there may even recognize some of the classic music playing in the background during certain stages.

It is certainly going to be tough for Namco to bring its most popular character into the 90's, but we have faith that it will pull it off. After all, if you look back through the history of the company, its console titles have always been amazing and really pushed the envelope. We assume *Pac-Man 3-D* will, as well.



▲ Most of the game is designed like a 3-D platformer title, so you will have to maneuver Pac-Man around the environments while dodging ghosts and picking up power-up items.



► That's right, folks—the Pac is back and he's looking better than ever!

▲ This unique map screen instantly tells you where you have been and where you need to go. From the looks of it, this game is going to be huge.

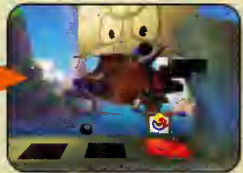


SINK THE BOAT

The *Pac-Man* series has always featured strange and interesting bad guys. With *Pac-Man 3-D*, the developers were able to get a little crazier and came up with some of the truly bizarre characters. This flying boat is but one of them.



▲ One of the first bosses you will encounter, this flying boat will shoot cannon balls at you while you try to push in all of those red buttons.



▲ If you manage to do that, then the ship will probably leave you alone. We just wonder what the wooden pirate with the target has to do with everything.

THE DEFINITIVE SHOOTER FOR THE PLAYSTATION® GAME CONSOLE

DARIUS



Choose Your Path -
5 Different Endings



Battle 2B Huge Bosses



Conquer 15 Enormous Levels

"...the most
fantastic boss
shooting scenes
EVER..."
-GameFan

"...a spectacular
shooter..."
-OPM



www.thq.com



G. Darius ©1998 Taito Corporation. THQ TM 1998 THQ INC. PlayStation and PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.



**The meek
may inherit
the earth,
but we strongly
suggest they
stay off our
playing field.**

BLITZ ©1998 Midway Games Inc. All rights reserved. BLITZ and MIDWAY are trademarks of Midway Games Inc. ©1998 NFL. The NFL shield, Super Bowl and Pro Bowl are trademarks of the National Football League. Officially Licensed Product of the National Football League. Officially Licensed Product of Playtex Inc. Distributed by Midway Home Entertainment Inc. Playtex Inc. Logo is a registered trademark of the NFL Players. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1998 Nintendo of America Inc. Licensed by Nintendo. All other trademarks and trade names are properties of their respective owners.

MIDWAY
www.midway.com



Power-ups enable true arcade play.

Jumbo-size players.



In-your-face tackles.

Cover-your-eyes-and-don't-look sacks.



NFL Blitz

No refs. No rules. No mercy.



Deadly long-range passing.

Catch-me-if-you-can speed.

BASED ON THE #1 ARCADE HIT!





NHL '99

EA fights hard to stay on top

Without a doubt, last year's *NHL '98* was the pinnacle of videogame hockey—maybe even of sports games in general. The downside to having such an incredible game becomes apparent, however, when it comes time to make the sequel. Where can they go from last year's game?

Thankfully, EA hasn't been content simply to recycle *NHL '98* with all-new rosters. This year, the entire experience has been re-vamped and re-thought for what will hopefully be an even better game. Right now the biggest visible improve-

ment is in the way goalies stop almost every shot. One of the weak spots in hockey games has always been goalie AI and how certain maneuvers can easily outwit them—hopefully EA has finally found the correct balance. The players also seem to be a bit more intelligent as a whole. They work much better as a team and are smarter to set themselves up for plays (less off-side calls, thankfully).

A For those who are new to the many coaching options available, you can hone your skills with a handy training mode.

The coaching system also seems much more involved than in the previous version. You can still have the computer coach for you if you want, or there is a coaching trainer hosted by the Avalanche's own Marc Crawford (well, formerly of the AVs). A beginner mode has also been introduced for people who are new to video hockey. Add in the obligatory season modes, even harder hits, and the best color commentary anywhere, and you get a hockey game with a whole lot of potential.

► Oh Yeah! It's the Shark tank, baby! The new arena flybys don't add a whole lot to the game, but it's neat to see each arena.



The hits are even harder than in the last game, as can be seen by this huge pile-up. Violence...let's face it: it's one of the reasons that hockey is so great.



A San Jose takes a shot on goal and makes Ray look like a klutz. Ahhh, if only this were the real world...



A The AI for the players is more intuitive now, so they will set up for plays faster.



Publisher: 989 Studios
Developer: Killer Game

Release Date: September
Type: Hockey



NHL FACEOFF

Does 989 have what it takes to be number one?



A San Jose in the faceoff against Colorado: this time they're playing in the Shark tank and Colorado's getting down!



A The computer AI is especially vicious, and unless you have a plan, it will always win.

The rivalry between 989 Studios and Electronic Arts to be the king of the sports games market has never been more fierce. Last year, *NHL FaceOff* made an excellent showing, but nonetheless it was blown away by the spectacular *NHL '98*. This year *FaceOff* has been much improved and is ready to go head-to-head with EA's hockey juggernaut.

The biggest change from last year is in the game animation, which is simply stunning. Goalies do kick and stick saves that look great. The goalie AI is far superior to last year's, as getting shots past the goal line is very difficult. The players also have a much wider variety of animation—you can really see every hit and check.

FaceOff '99 also has an extended season mode that allows you to trade players and get your team all the way through to the playoffs. Just like in *Gameday*, you can now create a player and insert him into your favorite team. This should provide quite a bit of replay for die-hard hockey fans.

The last welcome addition that we noticed is the inclusion of color commentary. Last year, gamers noted that

the crowd noise just wasn't enough, so 989 added the same commentary engine it used in *Gameday*. It works pretty well, but at this point it really lacks the fluidity and variety of real NHL commentary. We'll wait and see how it progresses.

Overall, *NHL FaceOff '99* looks like it's going to be a good step towards making the series much better, and we're really looking forward towards getting a final copy in our hands.

A Colorado gets in a lucky shot against Vernon. The characters all have the faces of their real-life counterparts textured onto them.



A Oh no! A two-on-one is never good. When you pull the camera out it helps you plan your moves down the ice.



A In what is probably a historic first in the history of sports games, all of the selectable camera angles actually work well.



THE
UNHOLY
WAR
OUT THINK. OUT MANUEVER. OUT LIVE.



Only Eidos challenges
your imagination!



www.eidosinteractive.com

The Unholy War and the related characters are trademarks of Crystal Dynamics. © 1998 Crystal Dynamics. All rights reserved. Tomb Raider III, Lara Croft, Ninja Shadow of Darkness and Fighting Force and trademarks of Core Design. © 1998 Core Design. Eidos Interactive and Omikron are trademarks of Eidos, Inc. © 1998 Eidos. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

EIDOS
INTERACTIVE



"Test Drive 5 is coming your way and it looks amazing" -PSM Magazine

"The high resolution graphics will blow you away!" -PSExtreme

FASTER! HARDER!

**Balls to the wall, hammer down street racing that'll have you screaming
If you like to watch, download the demo at www.accelade.com.**

For a really good time, order direct by

- 28 real licensed vehicles — ultra-fast sports cars and souped up muscle cars
- 17 real world tracks
- Killer high resolution graphics mode
- 2-player split-screen racing
- Shortcuts and alternative paths
- Ass kicking soundtrack featuring Fear Factory, Gravity Kills, Junkie XL, KMFDM, and Pitchshifter
- 2-player drag strip racing
- Cop chase mode — you're the cop
- More big crazy jumps, wild cop chases, cross traffic and racing mayhem



DON'T STOP!

out in pure racing pleasure.

calling 1.800.245.7744

TEST DRIVE 5



ACCOLADE



Test Drive is a registered trademark of Accolade, Inc. Test Drive 5 ©1998 Accolade, Inc. All rights reserved, developed by Pitbull Syndicate. All other trademarks are of their respective companies and are used under license by Accolade, Inc. PlayStation® and the PlayStation game console logos are registered trademarks of Sony Computer Entertainment Inc.

ETERNAL
AMMUNITION



gameshark™

ABUSE

THE

POWER™

Click-Click. Not a good sound for a gun. Surrounded by enemies, you just hit "E" on your artillery gauge. Realistically, you're screwed. SOL. DOA. But you left reality when you hit the power switch. Enter GameShark. A video game enhancer delivering unlimited ammunition, keys, cash or life. Anything. It's a trick and a treat. Whether fighting an army of Pig Caps or raiding a tomb, opt for continual fire power. An empty gun will only get you shot.

UNABORTABLE



INSIGHT



IMPASSIBILITY



TIME TO KILL



ONE LEVEL UP



UNLIMITED



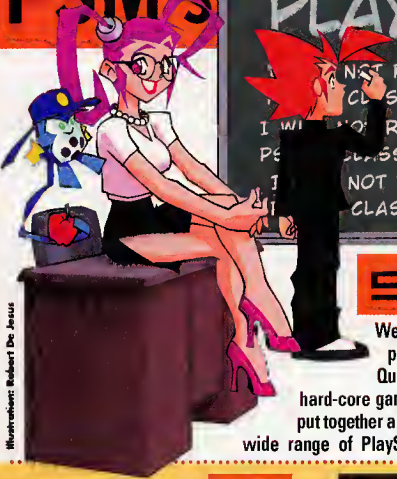
playstation nintendo 64 windows 95/98

game boy pocket / game boy sega saturn



Obtain the latest codes from: www.gamershark.com • 1-900-773-SHARK (Call costs \$1.29/min/mo. You must be 18 years of age or have parent's permission.) Dangerous Winters Newsletter (For info call 410-785-5661) • Gaming Mugs •
©1998 InterAct Accessories, Inc. A REDOTON COMPANY. All rights reserved.

INTERACT



So, you think you're pretty bad-ass, huh? Mr. "King of the PlayStation"? Well, you're gonna have to prove it. That's right, it's a Pop-Quiz—time to separate the real hard-core gamers from the posers. We've put together a thorough exam that covers a wide range of PlayStation topics, so everyone

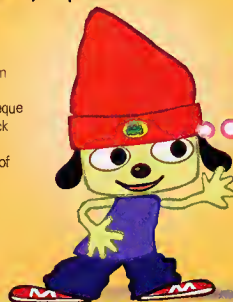
should be able to get some questions right. But to answer most of them, you've gotta be the real deal. And to get all of them right...? Nah, there's no way.

If you do manage to get a bunch of the answers, then we're ready to grade you. Just turn to the last page of the feature (pg. 126) to find out how good you really are. You'll also find a list of the answers there, but no peeking until you've finished!

Videogame Plot or Not?

1. A talking dog wins the heart of a young flower through his music
2. Build a ladder to the sun using mammoth tusks
3. In the far future, the most popular new sport is cyborg lobster racing
4. The prince has been kidnapped, and as the princess, you must rescue him
5. As a criminal getaway driver, you have to avoid cops and escape the city
6. You must suck your enemies' blood, and at the end, you have a big barbecue
7. After years of human oppression, dogs and cats join forces and strike back
8. An experiment goes wrong and you become a robot spider
9. On a remote island, a high-tech artificial intelligence has created an army of Super Monkeys
10. Pear-headed aliens kidnap space babes
11. A wise-cracking lizard jumps into TV to save the day
12. Race cars, boats, bikes, and even dalmatians against up to eight players
13. It's up to you to save the world, armed with only a pack of cigarettes
14. Pilot a robot bunny and save the galaxy
15. Design your own "Battle Chicken" and compete against other players

Can you tell the frauds from the real PlayStation games? On the test form, just write "Plot" next to the number if you think the game is real, or "Not" if you spot a fake. Hint: a total of eight are real.



True or False?

These questions are pulled from everywhere, so you won't be getting any hints this time. However, we've made this part true or false, so even if you aren't sure of the answer, you've still got a 50/50 chance. Write down "T" or "F" on scrap paper, then consult the answer list.

1. "Croft" is not Lara's maiden name
2. The PlayStation was originally made to work with the Super NES
3. In *Resident Evil 2*, to put out the helicopter fire on the rooftop, you need to use the Valve Handle
4. Michael Jordan has never "officially" appeared in any PlayStation basketball game
5. The same folks who developed *Twisted Metal* also made *Rogue Tip*
6. Before hitting PlayStation, there were *Metal Gear* games for the 8-bit NES
7. The first *Madden* game for PlayStation used sprites, not polygons, for its graphics
8. When Parappa raps cool in a certain level, he gets chased by an angry toilet
9. So far, there have been a total of five different *NFL GameDays*
10. Ryu used to work for the U.S. government before becoming a *Street Fighter*
11. There is a code to make Lara Croft nude
12. A bandicoot is a marsupial
13. *Colony Wars* was an originally a 3DO game
14. There are two independent motors in the Dual Shock controller
15. Claire Redfield is Chris Redfield's wife



CROSSWORD

PUZZLE

Use the hints below to fill in the crossword puzzle. If you get stuck, you could check out the answers on the last page—but nah, you won't need 'em.

ACROSS

1. This handy PlayStation peripheral makes cheating a lot easier
3. Since there's no "Nude Code," this is the one magazine where you'll never see Lara on the cover
4. America's best-selling PlayStation magazine
8. Parasite Eve's beautiful heroine
9. Namco's hyper-accurate PlayStation lightgun
11. This Square fighter came packed with an early preview demo of Final Fantasy VII
13. The insane ice cream truck driver in Twisted Metal

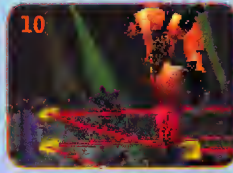
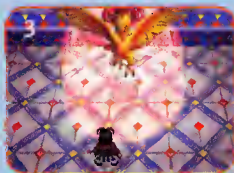
DOWN

1. Sony's realistic racing masterpiece
2. The evil corporation behind all the trouble in Resident Evil 1&2
4. Sony's upcoming Memory Card-sized peripheral
5. The revolutionary new Sony control pad
6. The toughest gal in videogames
7. The first ever PlayStation racing game
10. What the computer says when you hit a perfect drive in Hot Shots Golf
12. The cute, purple critter who's hated by sheep everywhere



GUESS the GAME

Give us the titles of the games shown in the screens below. On the test sheet, write the title of the game next to the number.



Busted

1. The wildlife preservation society would love to get their hands on this offender, who's pumped ammo into countless different species while searching the globe for artifacts.
2. After beating the crap out of a bunch of people, this guy even tried to kill his father! Good thing his pop sur-

vived, or this guy would be serving consecutive life sentences.

3. This guy has a lot of gall, busting into other dimensions and beating up on the critters that live there. Hey, just because they look like cartoons doesn't mean they deserved to be hopped on and spun into!

4. This spiky-haired hooligan is a real kleptomaniac. He just walks into people's houses and takes whatever he wants! And who would dare question a guy with a sword that freakin' big?

5. This scantily-clad vixen would be locked up for indecent exposure! And does she have a permit to carry that whip around? Plus that laugh of hers is downright annoying!

Famous Quotes: Who Said Them?

1. "Jill, here's a lockpick. It might be handy if you, the 'Master of Unlocking,' take it with you."
2. "Don't shoot, I'm a human!"
3. "Now to get out of these wet clothes..."
4. "I gotta believe!"
5. "HADOKEN!"

What we're looking for here is the name of the character that said the line, not the name of the game.



Match the Titles



HMMMM...

A lot of Japanese PlayStation titles go through a name change before they reach the U.S. market. If you're a really hard-core gamer, you'll be able to match the U.S. title with the original Japanese one. Just jot down the letter (A, B, C...) of the U.S. title next to the number of the Japanese title on a piece of scrap paper, then check the answer list.

Japanese Title

1. Biohazard
2. Runabout
3. Ace Combat
4. Xi
5. Wild, Pure, Simple Life
6. Dracula X
7. Rebus
8. Rockman Neo
9. Sidewinder
10. Gem Fighter

U.S. Title

- A. Kartia
- B. Mega Man Legends
- C. Resident Evil
- D. Castlemania: SoTN
- E. Resident Evil
- F. Bogey Dead 6
- G. Pocket Fighter
- H. Air Combat
- I. Felony 11-79
- J. Tail of the Sun

Pondering the PlayStation

Okay, so maybe you know a little about games and characters and stuff. But how much can you tell us about the PlayStation itself?



1. What speed is the PlayStation's CD-ROM drive?
A: 1x B: 2x C: 4x D: 8x
2. Who is affectionately referred to as "the father of the PlayStation?"
A: Ryu Hayabusa B: Ken Kutaragi C: Chris Redfield D: PlayStation Sr.
3. Which of the following was Sony's original intended spokesperson for PlayStation?
A: ENOS, the God of Gaming B: A purple head made of polygons C: Lara Croft D: Agent 32, who "wields the mighty power of 32 bits"
4. Roughly how many PlayStation games have been shipped worldwide?
A: 25 million B: 50 million C: 75 million D: 100 million
5. Which of these doomed Sega consoles did the PlayStation put out of its misery?
A: Sega Master System B: Sega CD C: Sega 32X D: Sega Saturn
6. Which of the following was an actual PlayStation ad slogan?
A: "Live in your world, play in ours"
B: "PlayStation: Fine German engineering"
C: "This Christmas, don't blow it and get an N64 like that kid at school nobody likes"
D: "Two words: PlayStation is cool"
7. If your game starts skipping, then your PlayStation may have...
A: blown a warp coil B: used up its batteries C: overheated D: gingivitis
8. If your PlayStation does skip, then you should...
A: Switch to RF output B: Press down on the lid C: Blow in the air vents D: Turn it on its side
9. What was the PlayStation's original suggested retail price?
A: \$299 B: \$249 C: \$199 D: \$19.95
10. In the U.S., when is the PlayStation's birthday?
A: January 9th B: September 9th C: October 9th D: June 9th

RPG Questions

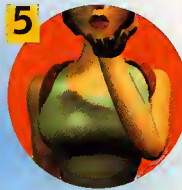
RPG players are some of the most hard-core gamers anywhere, so we're expecting you guys to get most of these questions right, okay? Don't let us down, now...

1. What is the name of the spell that you get for breeding Chocobos in FFVII?
2. What is the maximum number of characters you can get to join your party in Suikoden?
3. In FFVII, which one of your party members turns out to be a traitor?
4. In Suikoden, which character sacrifices himself to poison gas in order to save the party?
5. In Alundra, what weapon can you only get by playing the game poorly?
6. What was the first RPG released for PlayStation in the U.S.?
7. In Parasite Eve, who gives Aya the M92F Handgun?
8. In FFVII, what is the name of Yuffie's hometown?
9. How many different characters can you choose to play as in SaGa Frontier?
10. What city does Parasite Eve take place in?



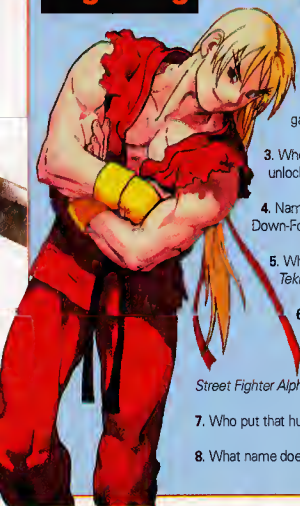
Match the Face with the Name

How well do you remember faces? If you're a properly well-rounded PlayStation gamer, you should have come across all of these characters at one time or another.



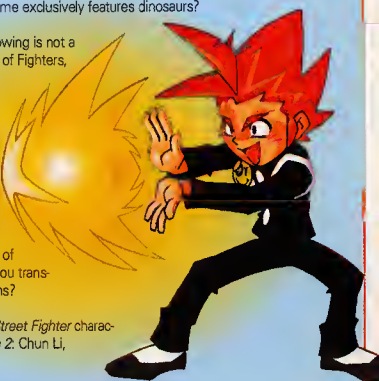
Fighting Game Frenzy

Fighting games have a dedicated following like no other genre, except for possibly RPGs. Think you're a fighting game master? Then check out these questions, then turn to the back to see how you did on the answer list.



- Which fighter is known for its ludicrous "bouncing chest" feature?
- Name the very first 3-D fighting game released for the PlayStation.
- Who is the first hidden character you can unlock in *Tekken 3's* Arcade Mode?
- Name this famous Ryu move: Down, Down-Forward, Forward + any Punch
- What classic game do you play while *Tekken* loads up?
- Which of these games was not included in *Street Fighter Collection*: *Super Street Fighter II Turbo*, *Street Fighter: Championship Edition*, or *Street Fighter Alpha 2 Gold*?
- Who put that huge gash across Sagat's chest?
- What name does M. Bison go by in Japan?

- In which game did the gun-toting Vermillion debut?
- Which *Tekken* character is loved by the children?
- Which fighting game exclusively features dinosaurs?
- Which of the following is not a Capcom fighter: King of Fighters, Darkstalkers, or Rival Schools?
- What actor played the role of Guile in the *Street Fighter: The Movie* PlayStation game?
- What's the name of the fighter in which you transform into animal forms?
- Which of these *Street Fighter* characters was not in *Alpha 2*: Chun Li, Blanka, or Rose?





The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team colors, and mascots associated with the NCAA, universities, bowls, and conferences are the exclusive property of the respective institutions. Heisman Memorial Trophy and likeness of the actual trophy are registered service marks owned by the Downtown Athletic Club and/or registration numbers 936,683 and 936,682, respectively. Heisman and Heisman Trophy Award are service marks owned by the Downtown Athletic Club of New York City, Inc. Developed by 989 Studios and Red Zone Interactive, Inc. GameBreaker, 989 Sports and 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment America Inc.

NOT ENOUGH EMOTION
IN PRO FOOTBALL? MAYBE
THAT'S BECAUSE THE PLAYERS
SPENT IT ALL DURING COLLEGE.

There's nothing in the world of sports quite like college football. And there's nothing in the world of sports video games quite like NCAA GameBreaker 99. This year, GameBreaker returns with a host of features its competition can't touch. Compete for the Heisman Trophy, build your own dynasty with the blue-chip recruiting mode, and listen to the legendary Keith Jackson call the action. NCAA GameBreaker 99 from 989 Sports. It's college football at its best.

**NCAA GAME
BREAKER
99**



www.989sports.com



PSM Trivial Trivia



Okay, so we couldn't resist putting in a few dopey questions about us, too. If you're a longtime PSM reader, these ten questions should be easy points. But if you're new to the mag, don't worry—most of the answers to these questions can be found within the pages of this very issue, if you know where to look.

1. Which month did the very first issue of PSM come out in?
2. What fearsome piece of sports equipment does Charles use to enforce deadlines?
3. Which popular PSM personality appeared first, Banzai Chibi-Chan or Uchu-Kun?
4. Who at PSM has a strange "mouse" fetish?
5. Which one of our covers did artist Travis Charest illustrate?
6. In what city is the PSM offices located?
7. What was on our first-ever lid sticker?
8. Which PSM team member is also an accomplished DJ?
9. What game ranked number-one on our 1998 PSM Top 25 list?
10. Finish this phrase: "PSM is 100% -----"



The Tough Stuff

Alright, no more fooling around. Here are ten final questions that should give even the most die-hard PlayStation fans a headache. If you can even get half of these right, then you're on your way to getting your honorary PlayStation degree!

1. In *Metal Gear Solid*, what is the codename of the new Metal Gear pro-prototype?
2. In *Tomb Raider II*, what is the artifact Lara is searching for?
3. What number would you get if you added Nine Williams' age (from *Tekken 2*) and the number of "bits" in the PlayStation?
4. What is the name of the Raccoon City Police Chief in *Resident Evil 2*?
5. What is the name of the only female character in *Star Gladiator*?



6. What is the name of the fastest class in *Wipeout XL*?
7. How old is Lara Croft in the original *Tomb Raider*?
8. Which *Mortal Kombat* character was killed, but returned in *MK4*?
9. What is the name of the final Master in *Parappa*?
10. If 12 monkeys played RPGs, and 12 other monkeys played racing games, and each monkey played 12 games a piece for 24 hours straight, stopping only for 1 hour breaks every 5 hours, then how many monkeys are playing games?

The Answers

Videogame Plot or Not?

1. PLOT: *Parappa*
2. PLOT: Tail of the Sun
3. NOT
4. NOT
5. PLOT: *Felony 11-79*
6. NOT
7. NOT
8. PLOT: *Spider*
9. NOT
10. PLOT: *Blasto*
11. PLOT: *Gex*
12. NOT
13. PLOT: *Metal Gear*
14. PLOT: *Jumping Flash*
15. NOT

True or False?

1. FALSE
2. TRUE
3. TRUE
4. TRUE
5. TRUE
6. TRUE
7. TRUE
8. TRUE
9. FALSE
10. FALSE
11. FALSE
12. TRUE
13. FALSE
14. TRUE
15. FALSE

Guess the Game

1. X-Men vs. SF
2. Bottom of the 9th
3. Monkey Hero
4. TOCA

Crossword Puzzle

1. Gameshark
2. Playboy
3. PSM
4. AyaBrea
5. GunCon
6. Tobi
7. SweetTooth

DOWN

1. Gran Turismo
2. Umbrella
3. PDA
4. DualShock
5. Lara Croft
6. Ridge Racer
7. NiceShot
8. Spyro

Busted!

1. Lara Croft
2. Kazuya
3. Crash Bandicoot
4. Cloud Strife
5. Sofia

Famous Quotes: Who Said Them?

1. Ryu / Street Fighter

2. Leon / *Res. Evil 2*
3. Parappa / *Parappa*
4. Lara / *Tomb Raider*
5. Barry / *Resident Evil*

Match the Titles

1. Biohazard
2. Resident Evil
3. Runabout
4. Felony 11-79
5. Ace Combat
6. H. Air Combat
7. Xi = E. Devil Dice
8. Wild, Pure, Simple Life = J. Tail of the Sun
9. Dracula X
10. Castlevania: SotN
11. Rebus = A. Kartia
12. Rockman Neo
13. Mega Man Legends
14. Sidewinder
15. F. Bogeys Dead 6
16. Gem Fighter
17. G. Pocket Fighter

RPG Questions

1. Knights of the Round
2. 108
3. Cait Sith
4. Gremio
5. The Legendary Sword
6. Beyond the Beyond
7. Wayne
8. Yutai
9. Seven
10. New York City

Pondering the PlayStation

1. B
2. B
3. B
4. B

5. D
6. A
7. C
8. D
9. A
10. B

Match the Face with the Name

1. Zero / *Mega Man X4*
2. N. Brio / *Crash* series
3. Rikimaru / *Tenchu*
4. Maria / *Castlevania*
5. Lara / *Tomb Raider*
6. Gon / *Tekken 3*
7. PJ Berry / *Parappa*
8. Kasumi / *Dead or Alive*
9. Sherry / *Res. Evil 2*
10. Yuffie / *FF VII*
11. Psycho Mantis / *Metal Gear Solid*
12. Baron Alpha / *Jumping Flash 1&2*
13. Jarak / *MK4*
14. John Madden
15. Alice / *Bloody Roar*

Fighting Game Frenzy

1. Dead or Alive
2. Battle Arena Toshinden
3. Kuma
4. Hadoken (Fireball)
5. Galaga
6. SF: Championship E
7. Ryu
8. Vega
9. Toshinden 2
10. King
11. Primal Rage
12. King of Fighters
13. Jean Claud Van Damme
14. Bloody Roar

15. Blanka

PSM Trivial Trivia

1. September
2. Baseball Bat
3. Banzai Chibi-Chan
4. Eugene Weng
5. This issue's cover: *Metal Gear Solid*
6. Bnsnabe (California)
7. PSM "Smiley" Logo
8. Noah Massey
9. *Resident Evil 2*
10. Independent

The Tough Stuff

1. Metal Gear REX
2. The Dagger of Xian
3. 52
4. Chief Irons
5. Jun
6. Phantom
7. 22
8. Johnny Cage
9. MC King King
10. Mushi
11. 24 Monkeys



Your Score

So, How Did You Do?

There are 160 questions, so of course, there is a maximum total of 160 possible points (but let's not kid our selves, there's no way you got 'em all—right?). Now take your total points and consult the chart below to find out how good you really are:

0-15 Points: You suck.
RANK: SUCK-O

16-30 Points: What's that smell? Oh, it's you.
RANK: LACKEY

31-45 Points: You should play games more often.
RANK: PUSSYCAT

46-60 Points: You're behind, but not hopeless.
RANK: ROOKIE

61-75 Points: You've got possibilities.
RANK: PRIVATE

76-90 Points: Not bad, not bad at all.
RANK: TRAINEE

91-105 Points: Keep at it, you could go far.
RANK: SWEETNESS

106-120 Points: Wow, you're a real pro!
RANK: ALL-STAR

121-135 Points: Okay, we admit it: We're impressed.
RANK: MAC-DADDY

136-150 Points: Are you sure you aren't genetically enhanced?
RANK: DADDY-MAC

151-160 Points: Damn! Wanna work at PSM?
RANK: KING OF ALL THINGS PLAYSTATION

CATCH

\$5 off

at SEARS

\$5 off



SEARS

FUNTRONICS

NCAA® GAME BREAKER™ 99



R 5772780335\$1000

Good for \$5 off the purchase of NCAA® GameBreaker™ '99 at Sears Funtronics Dept. regular purchase price. Valid 9/29/98-12/31/98 only. Offer not good on layaway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/20¢. © 1998 Sears, Roebuck and Co.

\$5 off



EVERYONE

E

ESRB

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

NCAA® GAME BREAKER™ 99

989



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The "Officially Licensed Collegiate Product" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, bowls, and conferences are the exclusive property of the respective institutions. Developed by 989 Studios and Red Zone Interactive, Inc. GameBreaker, 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 1998 Sony Computer Entertainment America Inc.



Metal Gear Solid

the complete psm guide, part one

For two years now, *Metal Gear Solid* has been hyped as the end-all-be-all of PlayStation games. So here you are with your brand-new copy of possibly the hottest game ever, and you're stuck. Never fear, good citizen—we've worked our way through every nook and

cranny of this awesome game, and we're ready to let you know the best and fastest way through it. This month we cover the first half of the game, and we'll bring you part two next month. Good luck! (*NOTE: This strategy guide was written for the "Normal" difficulty setting.)



Map: Dock

As the game starts, you will swim into the dock and see Liquid Snake in the background telling his soldiers to look out for you. As he goes up the elevator you will get a call on your codec from Colonel Campbell. Then the game will start.

Go down the stairs to your immediate right and grab the rations. Equip the rations, then go back up the stairs, crawl under the pipe on your left, and run upwards until you are against the wall. Scoot sideways along the wall until the camera allows you to look down the hallway and see the guard.

The guard will come and stretch his arms, then return the way he came. Follow him, but stay out of his field of vision. The guard will eventually turn right at the top of the map, look around a bit, and then go down another aisle. Go to the top and then cut right and run all the way across to the left side until you get behind the forklift. Grab the rations here and wait for the elevator to come down. When it does, let the guard step off and walk away, then run and get on it. The elevator will go up and show a short movie, including the title.



Map: Heliport

SNAKE will get off of the elevator when it reaches the top and hide behind a box. He will then speak on codec to Campbell and Naomi. They will mention a diversion of jet fighters coming in, then you will cut to see Liquid Snake taking off in a hind helicopter to combat the fighters. After some more codec, including a short tutorial by Mei Ling, the level will begin.

First you want to go straight up to the Helipad area. Avoid the spotlights and wedge yourself in the lower left corner of the center area. Then, just as the spot-

light moves up, follow it and take the left exit. Keep going left until you enter a small room.

SNAKE will point out the security camera when you enter the room. Duck, then crawl across the room to grab the stun grenades. Crawl back out.

After exiting the room go up and right. You will see a truck. Hop into it and behind the box you will find the Socom. Above the truck is an entrance into the base guarded by a sleeping soldier—don't use this entrance because there is a better one. Go back down to the left entrance of the helipad.

Watch the search lights and notice how one goes higher up than the other. Wait until that one passes you on its way up and then dart across the center of the two lights, grabbing the chaff grenades along the way. The exit on the right is a little lower than where you started your dash, so be ready to run downwards a little. Don't worry if you get spotted. Just go hide down by where you started, making sure to keep the crates between you and any searching guard.

From the right-side Helipad exit, run up the far right side of the area. You'll find rations here if you need them. You will eventually see a security camera. Avoid the camera's gaze and run up the first half of the stairway. Look for the guard on the top level on your radar. He will be a red dot, with no visible field of vision yet. Make sure he is nowhere near the stairs and then proceed up to the second level. If the guard there is coming in your direction, hide in the upper right corner, up against the wall, until he completes his search and turns around. When it is safe to do so, cross the balcony and then duck into the air vent when you reach it.



Crawl through the tunnels. You will get a call from McDonnell Miller, your old master, and you will also overhear some soldiers talking through one of the grates. They will reveal to you that the DARPA Chief is being held on B1 of this building. Eventually, you will reach an open grating that you can climb down. You'll see a ration that you can grab before you descend if you need it.

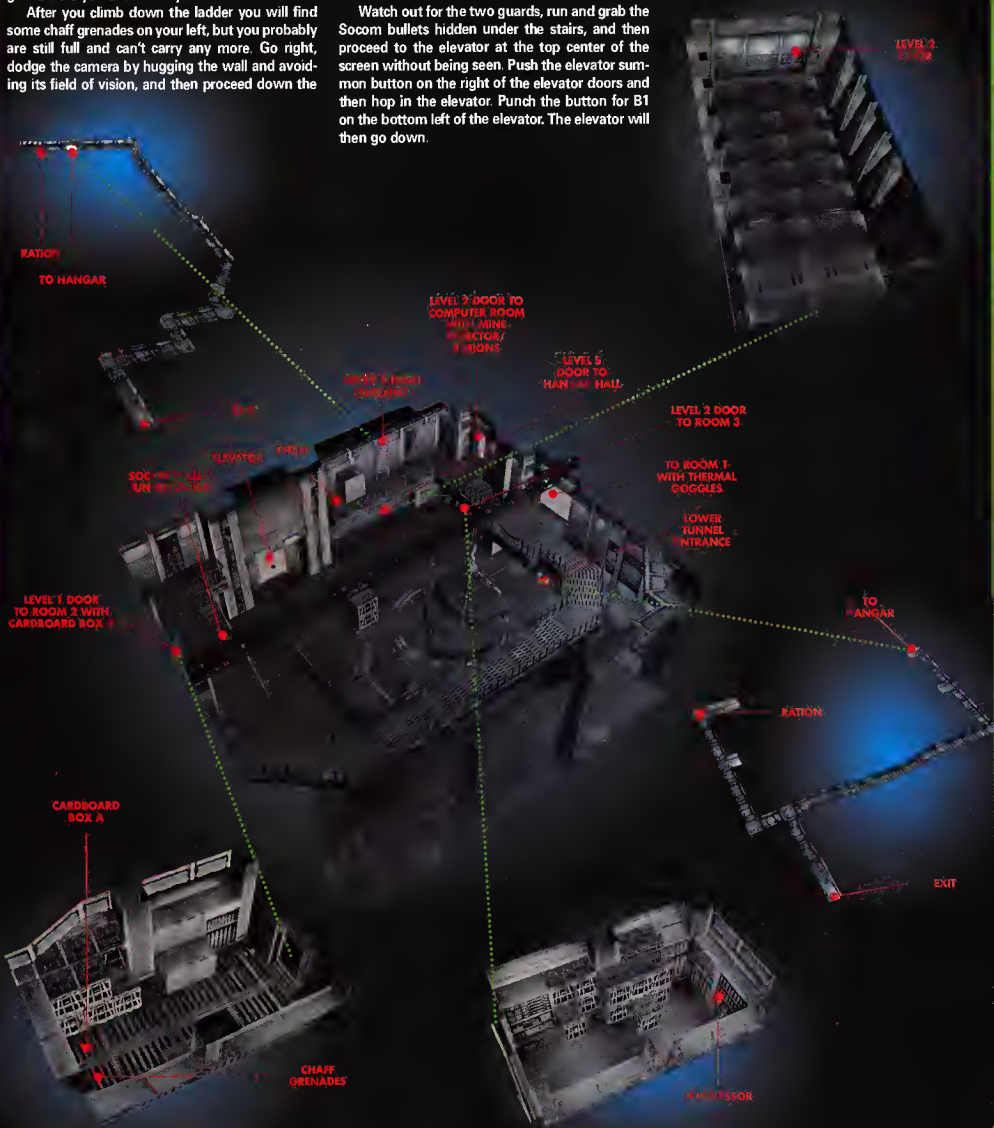
After you climb down the ladder you will find some chaff grenades on your left, but you probably are still full and can't carry any more. Go right, dodge the camera by hugging the wall and avoiding its field of vision, and then proceed down the

catwalk. The second door on the way down will be open. Enter the small room.

Be careful, as this room has a security camera. Crawl across the floor and grab the Thermal Goggles. Crawl back out and exit the room. Follow the catwalk all of the way around, dodge the second camera along the way, and then go down the stairs there.

Watch out for the two guards, run and grab the Socom bullets hidden under the stairs, and then proceed to the elevator at the top center of the screen without being seen. Push the elevator summon button on the right of the elevator doors and then hop in the elevator. Punch the button for B1 on the bottom left of the elevator. The elevator will then go down.

Map: Tank Hangar



Map: Cell

Exit the elevator and go down as far as you can. Then hang a right and go until you see the ladder that leads up to the air vent shaft. Climb up the ladder and enter the vent.

Go through the tunnel until it branches off to the left. Some Socom bullets are down the branch, so if you need them then go for it. Otherwise, keep going straight until you reach the gratings in the floor. The first grating is over a mysterious woman doing sit-ups (look by going into the first-person mode). The second grating is over the DARPA Chief—Snake will pop it out and go down to talk to the Chief.

The Chief will tell you a few things about what

is happening, including how the missiles can be stopped, some info about Metal Gear Rex, and where the president of ArmsTech is being held on B2 the Chief says to look for walls that are a different color. He will then give Snake a Lv1 Keycard and die of a mysterious heart attack. After he dies, you will hear some commotion from outside the cell. While you are waiting you might want to grab the rations under the bed. Eventually, the door will open and you should leave the room.

When Snake exits the room he will be confronted by a masked woman who puts a gun to his head. You will have a brief confrontation until several armed soldiers break into the room.

Use your Socom to blast all of the soldiers. You can grab more ammo from the floor when you run

low, and the dead soldiers will also drop ammo and rations. After you defeat a couple rounds of soldiers, one of them will toss three grenades. Avoid the grenades by running to the top right of the screen. Then return to the center and destroy the remaining soldiers that come in after you.

After you kill all of the soldiers, the woman will escape into the elevator. You will see a strange movie of an interrogation as well as a brief glimpse of Psycho Mantis, who for some reason is watching the woman.

After the commotion, you can return to the cell with your level 1 Keycard. Pick up the ration from under the DARPA Chief's bed as well as some Socom bullets in the rooms at the bottom. After all of this, exit to the elevator and go down to B2.



Map: Armory

The Armory has six rooms that you can see on your map. You can only enter two at this time, due to the fact that most of them require higher security clearance. The first one you want to go to is the one on the top center of your radar. As you run down to this room you will hear a click. This is a trap door in the floor, so make sure you keep running or you will fall to your death.

Open the room with your Keycard and grab the two cases of C4 inside. Exit the room and proceed down to the room directly below it. Inside this new room you will find some Socom bullets—refill to your maximum if you haven't done so already.

Proceed down to the bottom left corner of the map. You will see a piece of the wall that is discolored from the rest. If you knock on this area it will also sound hollow. Use some of your C4 and blow up this section of the wall. Now go through the hole you just made.



TOMB RAIDER

ADVENTURES OF
LARA CROFT

III



GORE

Eidos Interactive is a trademark of Eidos, Inc. © 1999 Eidos. All rights reserved.
TM, Eidos, Tomb Raider, and Lara Croft are trademarks of Eidos. Eidos, Inc. 1999.

EIDOS
INTERACTIVE

www.eidosinteractive.com

NINJA

Shadow of Darkness™



AKULJI™

THE HEARTLESS

EIDOS
INTERACTIVE

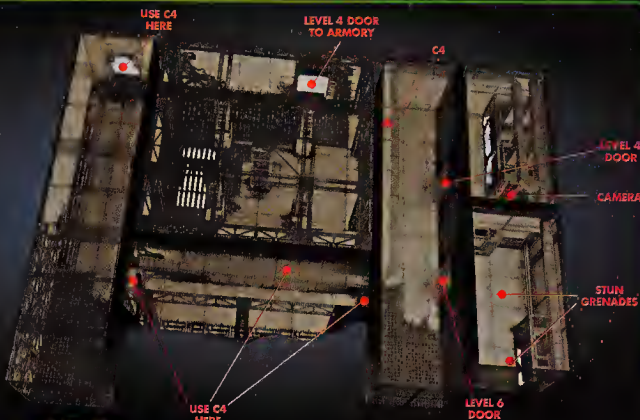
www.eidosinteractive.com

Eidos Interactive is a trademark of Eidos, Inc. © 1999 Eidos. All rights reserved. Ninja Shadow of Darkness is a trademark of Core Design. © 1999-2000 Core Design. Crystal Dynamics, The Crystal Dynamics logo, the CD character, Akulji the heartless and the red and black color scheme are trademarks of Crystal Dynamics. © 1999 Crystal Dynamics. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

Map: Armory Sth

You will find yourself in a long narrow passageway going down. Travel downwards until you find a piece of discolored wall on the right. Use some C4 to blow a hole in the wall and go through it.

Now you can go right into a different passageway. You will see a discolored piece of wall on the top wall of this passage. Blow it up with C4. Some more discolored wall is on the far right of this passage. Blow this up as well, but don't bother going through because there are only doors inside that require high-level security Keycards. Arm your Socom and rations and proceed through the hole that goes upwards. Watch the short intro movie, then get ready for Revolver Ocelot, the first boss.

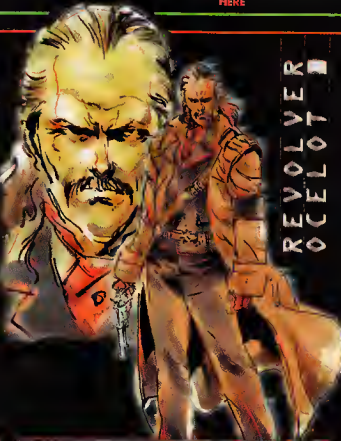


Boss: Revolver Ocelot

You will enter the room and see Kenneth Baker strung up by wires. Just as you are about to untie him, he awakens and tells you that there is C4 everywhere. Then Revolver Ocelot steps out and challenges you.

Revolver Ocelot is the first real boss you'll have to fight. Keep running around the wires and make sure not to shoot Baker by mistake. What you really need to do is chase Ocelot, and after you get close, use your Socom to shoot him. Remember to hold down the fire button for just a second to use the auto-aiming function. Ocelot will keep running away from you, so change directions when it looks like you can't catch him. Also try pausing for a moment so Ocelot will stop and shoot at you, then run and get him. Enough ammo is scattered around the room for you to miss a few times and still manage to kill him.

After you beat Ocelot, a mysterious figure will



jump out of the shadows and cut off his hand. It's the Ninja! Ocelot sees the Ninja and flees. Then Baker turns and sees the Ninja and the Ninja goes crazy. Afterward, the Ninja cloaks and runs away.

After this whole drama, Snake speaks to Baker and finds out that the terrorists have all they need to launch the missiles. Baker says that he gave the codekeys necessary to override the missile launch to the woman you saw earlier. He tells you her name is Meryl and she has a codec, but he can't remember the frequency. To get the frequency, you'll have to look at the back of the *Metal Gear Solid* CD case. A screenshot on the back will tell you the frequency.

Baker says to find the lead engineer of the Metal Gear Rex project, Hal Emmerich. After giving up some more story details, he hands Snake a Lvl 2 Keycard. Then Baker dies of yet another mysterious heart attack.

After this whole ordeal, gather the remaining ammo in the room and proceed back out the way

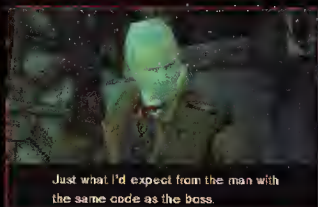


Revolver Ocelot

▲ Revolver Ocelot steps out of the shadows and challenges Snake to a duel. Ocelot will be using his trusty six-shooter.



▲ Snake chases Revolver Ocelot around the captured Kenneth Baker, hoping to get a good shot off. Watch out for the explosives!



Just what I'd expect from the man with the same code as the boss.

▲ After you defeat Ocelot he will retreat temporarily and hide behind one of the poles, get ready for a big surprise!

Map: Armory

Be careful and watch your radar, some guards are out here now. You can open two more rooms with your level 2 keycard. The first is the room in the bottom left. Go into this room and grab all of the Grenades, then exit the room. Next, go to the room in the bottom center and grab all of the

Socom bullets. Exit this room.

Now go to the room on the bottom right. Use the Keycard to enter, then put on the Thermal Goggles. You'll notice a laser trap set up in this room, but luckily it's fairly easy to avoid. All you need to do is crawl under the laser and then grab the FA-MAS machine gun and the FA-MAS Bullets. Then exit the room.

Use your codec to call Meryl, using the frequency that's on the back of the *Metal Gear* CD case. She will tell you where to find Hal Emmerich, and she'll open the level five security door in the tank hangar. Great, now go up to the elevator, summon it, and then take it to the floor one.

Map: Tank Hangar

Exit the elevator and go right. Ignore the new security door that opens at the top and use the Lvl 2 Keycard to go through the door on your right. A sleeping guard is in this room, along with the Socom/Suppressor. Crawl to the Suppressor, grab it, and then crawl back across the room. Equip your Socom, and notice how it now has a silencer. Just for fun, you can shoot the sleeping guard a few times and notice how the alarm doesn't go off. Exit this room and work your way back to the stairs on the left.

Go up the stairs, dodge the camera, and go down the catwalk until you come to the door on your left. Open the door using the Keycard and enter the room. Inside you will find some Chaff Grenades as well as Cardboard Box A. Exit this room and proceed down the catwalk.

A guard will be on the catwalk, so use the first-person mode to find out where he is. When you get close enough (about twice the range as his field of vision), shoot him a couple of times with the silenced Socom to and put him out of commission. Then proceed down the catwalk to the closed door on your right side (by the second security camera).

Go through this door and into the computer room. Grab the mine detector and the ration (if you need it) from this room. Then exit the room to the catwalk and make your way back to the stairs. Go down the stairs and proceed to the top right of the room, where the new security door was opened by Meryl.

Activate your Thermal goggles again. You'll notice that this room has several moving lasers—you'll need to dodge these. Time each laser and make your way across the room. At the other end use your Lvl 2 Keycard to open the door outside. Exit the room.

Map: Canyon

After you enter the Canyon, you will get a mysterious message from an informer known as Deepthroat. He will tell you that there are Claymore mines in front of you as well as a tank waiting for you. Use the mine detector to see where the Claymores are on your radar. Then, as you move upward, make sure you crawl when you get near the Claymores. That way Snake will pick them up. After you go up about halfway you will run into the next boss, Vulcan Raven.



Boss: Vulcan Raven

When Vulcan Raven appears you will be treated to a short movie. Then the fight will begin.

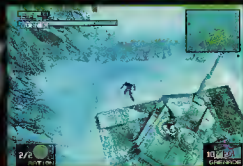
The first thing you will want to do is run up the right side of the canyon. As soon as you see the first tank blast miss you (because it hits the hill), cut across going diagonal up-left until you see the tank. You need to stay fairly close to the tank so that the main cannon doesn't shoot you. Equip your grenades and lob them up at the gunner. One direct grenade hit will kill the gunner, or two grenade blasts. After the first gunner is dead and blown clear of the tank, repeat the same thing for the next gunner. Plenty of Grenades and Rations are around the canyon if you get low on either.

After you win, Snake will grab the Lvl 3 Keycard off of one of the dead bodies and proceed upwards to the next area. Then we will see a short movie between Vulcan Raven (who survived) and Liquid Snake. Liquid Snake says they still don't want to kill you yet. Something strange is going on...



Snares don't belong in Alaska

SNAKE will be approached by Vulcan Raven in an M1 tank. Get ready for a tough fight!



The toughest part of fighting the tank is staying close but avoiding the treads as the tank spins.



After Snake blows the second gunner out of the tank, he is vulnerable to a grenade. He is not the boss.

gain STRENGTH.

gain SPEED.

gain WISDOM.



DRAGONSEEDS

B R E E D B E A S T S F O R B A T T L E

USING MEMORY CARD DATA FROM ANY PLAYSTATION® GAME



www.jaleco.com

Dragonseeds ©1998 Jaleco Ltd. Jaleco and the Jaleco logo are registered trademarks of Jaleco Ltd.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.

JALECO®



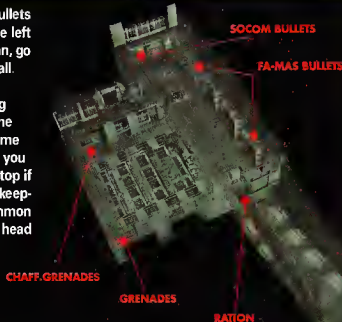
Map: Nuke Bldg 1

You are now in the entrance passage for the Nuke building. Go up the path to the right and grab the rations there. Go back down the path and then proceed up the entrance to the door at the top. Crawl under this door.

Once you're inside this room, Campbell and Naomi will call you to tell you that you cannot use your weapon here because it holds all the nukes. They will also give you Natasha's frequency. Call Natasha immediately at 141.52. She won't tell you anything useful, but then she'll be selectable at the codec menu.

Proceed up the right side of the screen. Grab the FA-MAS Bullets in the first alcove and then run under the camera (next to the wall, of course) and hide in the next alcove. If you're against the top wall, the guard coming from the right won't spot you. When it is clear, proceed upwards and around

the truck. Be sure to grab the FA-MAS Bullets underneath the stairs. Then proceed down the left wall and grab the Socom Bullets. When you can, go left and cut all of the way across to the left wall. Grab the Chaff Grenades there. Follow the wall down, but stay off of the metal grating because the noise can alert the guards. At the very bottom left of the map you will find some Grenades. Go up the stairs on the right. When you are halfway up, look for the guard. Go to the top if it looks safe. Run to the elevator (once again keeping an eye out for the guard) and push the summon elevator button. Hop on the elevator and head down to B1.

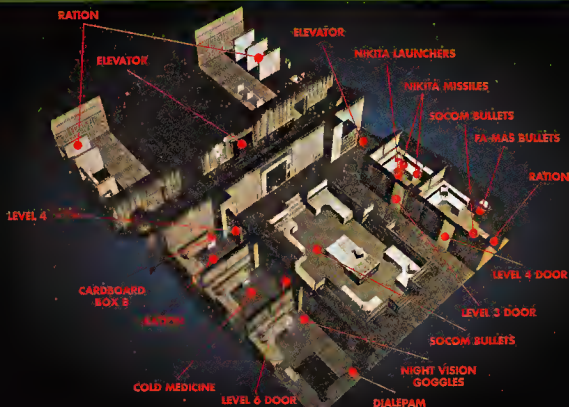


Map: Nuke Bldg B1

Get off the elevator and use your keycard to go through the door directly below you. A single guard is in this room; avoid him or take him out with the Socom. Use your Keycard to go through the middle door in the set of doors on the right. Inside you will find the Nikita launcher as well as some Nikita Missiles. Exit this little room.

In the upper right of the larger room you will find some Stun Grenades, and in the middle are some Socom Bullets. Exit this room and return to the elevator. If you need rations, one is available in the room in the upper right. First you will have to shoot the guard going to the bathroom. What a bad way to go!

When you're ready, hop on the elevator and head down to B2.



Map: Nuke Bldg B2

Exit the elevator and use the Keycard to go through the door at the bottom. You will end up in a small airlock room. Use the Keycard to go through the door at the bottom of this room.

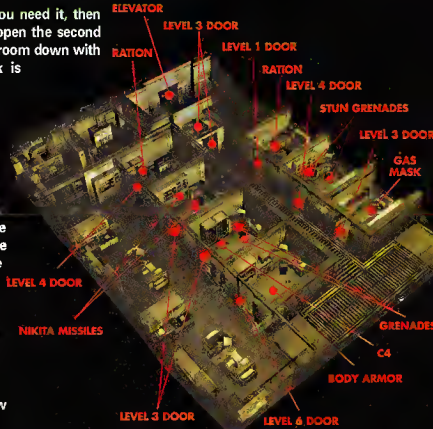
You will notice the high-voltage floor when you enter the gas room. Just then, Deepthroat will call and tell you to take out the power for the floor using the Nikita guided missile. Equip the Nikita and fire the missile. Use the first-person mode when steering the missile because it's much easier.

Fly the missile down the corridor and take a right at the end. Take a right when you reach the next room and proceed to the end of the room and through the glass doors. Then take an immediate right and fly through the open door, followed by an immediate left that will slam the missile right into the power generator.

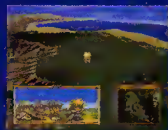
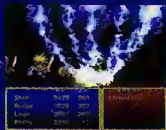
The floor power is out. Exit the gas room going up and wait for your oxygen to refill. Then go back down into it. As you go down the corridor, the first room on your right will have a Ration in it. Use your

Keycard to go in and grab it if you need it, then return to the corridor. You can't open the second room yet. You can open the third room down with the Keycard, and the Gas mask is inside. Just be careful for the camera-mounted gun. Exit this room and keep going down the corridor. Go right, dodge the camera, and go through the door using your Keycard.

You will enter an airlock, and you will find the remains of a dying. Go through the door to the right using your Keycard. Now use the Keycard to go through the door facing upward and you will enter a hallway of mass carnage. Go up, see the dying soldier, then grab the FA-MAS Bullets. When you get to the top, you will see a man impaled on a sword from a figure using stealth. Go left and through the door at the top. Now get ready to face the Ninja!



IT'S WHY YOU STARTED PLAYING RPG'S IN THE FIRST PLACE.



It's time you met your destiny. *Tales of Destiny* delivers everything the true aficionado of the RPG genre could want and more. Journey the high seas in search of the lost secrets of the ancient Aetherians. Wield weapons so powerful they develop their own intelligence and will. Cast more than 100 amazing spells in real time, making enemies and monsters fear your wrath. Soar through the skies on a fantastic dragon ship, searching for your next adventure. *Tales of Destiny*. A true RPG crafted with the RPG connoisseur in mind.



namco

Boss: Ninja

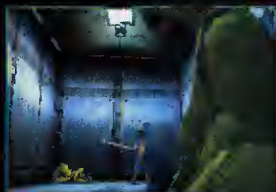
As you enter the room, you will see that the Ninja has cornered Hal Emmerich. The Ninja will challenge you to fight.

Stay in the open area near the left of the room for the entire fight. At first, the Ninja will come attack you with his sword. Put away your gun and attack him with your punch, punch, kick combo. Wait for the Ninja to do an attack, then charge forward and hit him. Stay out of range and you should be all right. Soon, the Ninja will jump back and put away his sword. Repeat the same process as before until the Ninja is about at half-strength. It will then cloak itself. Use the Thermal Goggles to spot the Ninja, then attack him some more. After awhile, his cloaking device will short out and you can turn the thermal goggles off. The Ninja will then slowly walk towards you. Punch him and he will teleport. Immediately run away as the Ninja does his punch, then circle back and hit him some more.

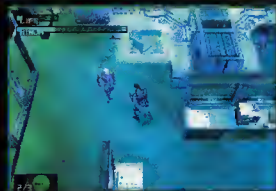
After all of this, when the Ninja is close to death, he will radiate an energy field and scream "Hurt me more!" Stand fairly far away and shoot him with your Socom. The Ninja will keep moving, but you can keep shooting him until the fight ends.

If you're having trouble, a chaff grenade will temporarily immobilize the Ninja. This will allow you to run up and get in a few hits before he recovers.

After you win, the Ninja will talk to Snake again and you find out that he is one of Snake's oldest rivals and friends, Gray Fox. He was created in the Fox-Hound lab by scientists doing gene experiments. Then he will flee and Emmerich will come out of hiding to talk to you.



The Ninja has caused some serious carnage in the hallway outside of the lab. His blade cuts through anything!



Sneak take on the Ninja in one-on-one unarmed combat. Luckily, the Ninja is not as good as Snake is.



Sometimes you will have to use the infra-red to see the Ninja when he is cloaked.

Map: Lab

Emmerich tells you that he thought metal gear was primarily for defense. He tells you what the armament on the Metal Gear Rex is. He talks about his life and how he wants to help Snake. Snake will call Meryl, but her line goes dead in mid-communication.

Emmerich will give Snake a Lvl 4 Keycard. He then tells Snake his codec frequency, which is 141.12. Next, Emmerich cloaks himself and leaves. Call him immediately on the codec. This will put him on the codec menu if you need to talk to him again.

Pick up everything in the room that you didn't get during the fight. You will find Rations, FA-MAS Bullets, and Chaff Grenades. Leave this room and make your way back to the elevator. In the gas room, you can now open the middle door in the hallway, which contains some Stun Grenades. After completing all this, get in the elevator and go up to level B1.

SOCOM BULLETS

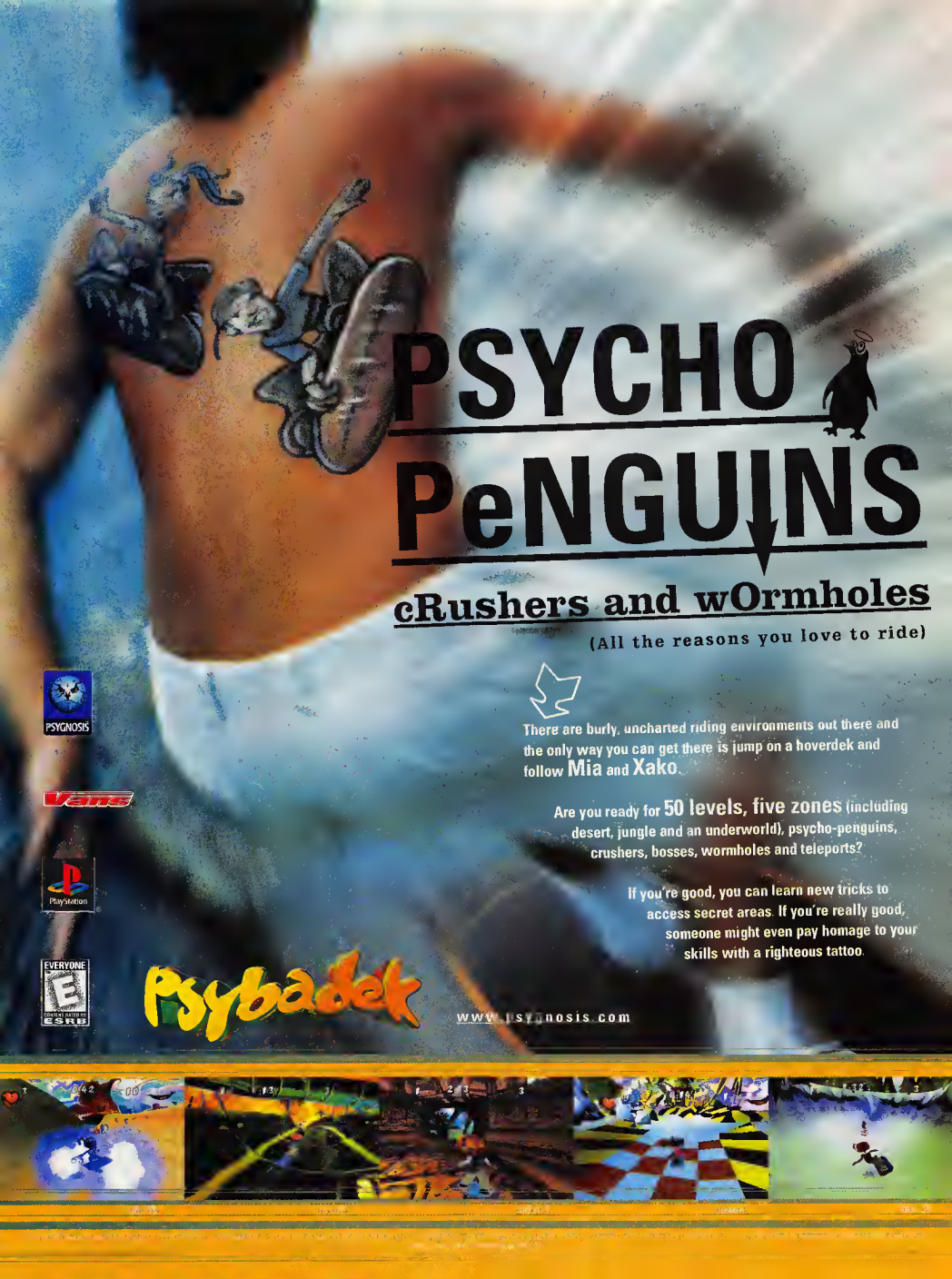
FA-MAS BULLETS

RATION

CHAFF GRENADES

Next Month we'll have the remainder of the game, including all of the secrets your brain can handle. So be prepared!





PSYCHO PeNGUINS

cRushers and wOrmholes

(All the reasons you love to ride)



There are burly, uncharted riding environments out there and the only way you can get there is jump on a hoverdek and follow **Mia** and **Xako**.

Are you ready for **50 levels, five zones** (including desert, jungle and an underworld), psycho-penguins, crushers, bosses, wormholes and teleports?

If you're good, you can learn new tricks to access secret areas. If you're really good, someone might even pay homage to your skills with a righteous tattoo.



Vame



Psybadet

www.psygnosis.com



EDGE FIGHTERS EDGE FIGHTERS EDGE



comb
signat
Rival S
team battl
™
out of control. In th
for justice, there is no

OF CONTROL

CAPCOM



© CAPCOM CO., LTD. 1998. CAPCOM U.S.A., INC. 1998. ALL RIGHTS RESERVED. CAPCOM is a registered trademark of CAPCOM CO., LTD. FINAL SCHOOLS is a trademark of CAPCOM CO., LTD. "PlayStation" is a registered trademark of Sony Computer Entertainment Inc., the world's largest multiplatform gaming magazine, and the official magazine sponsor of the Capcom Fighting EX promotion. Reproduction of the PlayStation logo, nameplate, a whole or part without prior written permission by Sony Computer Entertainment Inc. is prohibited. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other marks are the property of their respective owners.

Tenchu stealth guide

Ninjutsu literally means "the art of stealth and concealment," and *Tenchu* stays true to these roots. Unlike previous ninja games like *Ninja Gaiden*, *Shinobi*, and *Ninja Warriors*, your top priority in *Tenchu* is NOT to run

freely in the open to fight enemies. Your best ally is the shadows, and using stealth will reap great rewards in this title. This strategy guide is intended to get you through each level as undetected as possible, so learn these techniques well. Each level actually has three layouts, so we have provided a guide for the most common layout of each. Can you master them all?



general strategies

Here are some useful tips for becoming a master ninja that you can use throughout the entire game. Try practicing your techniques in the training level.

When in Doubt, Crouch

The stealthy crouch is one of your most useful skills. In the crouch you can get much closer to a guard or even a dog than you would by standing up. You'll need to be in it whenever an enemy is near or when exploring unknown territory. The crouch is crucial if you want to have a chance of making it through without being seen.

Always Sneak up on Corners

No matter how confident you are about turning a corner, never do so without sneaking up on it first and using the look button to make sure the coast is clear.

Stick to the Roofs

Stay off the ground whenever possible and use the roofs. You will be able to get much closer to guards since you're out of their line of sight, but you still need

to stay in the crouch. Some roofs will have enemies, so be warned. Also keep an eye out for those annoying cats as they can make noise that will alert guards.

Throwing Stars Are for the Dogs

Be careful—tossing shuriken at an unknowing guard will reveal your location. Throwing stars are fairly weak, but they are just strong enough to take out those pesky dogs with one hit (and from quite a distance). This is the only use of the shuriken.

Use the Enemy Distance Meter

The on-screen meter is one of your best tools; you can gather a ton of information on the area around you with this one simple indicator. The higher the number, the closer an enemy is to you. By taking steps in different directions the number will grow or shrink, and by using the process of elimination you can get a pretty good idea of where an enemy is without even seeing him.

Fighting Techniques

A fight is the last thing you want—it either means you've been detected or you're facing a boss. These tips will improve your chances of victory.

Crouching in a Fight

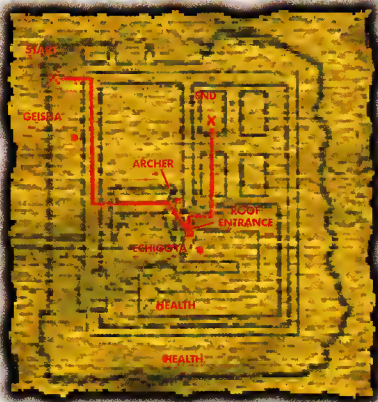
Crouching is an effective defensive technique, especially against archers or enemies with guns. The crouching roll can easily dodge an attack while giving you a better position on your enemy, allowing you to get in a few clean hits. The crouching roll will also let you get close to enemies with a long reach.

Blocking

Start every fight with your thumb holding + for the blocking position. The block is easy to use and is useful against every enemy in the game. Just keep your opponents in front of you, especially when you face more than one of them.

When To Attack

All enemies use a couple of attacks then back off before attacking again. You can use this predictability to your advantage, although you should learn each enemy's attack patterns. Start every fight by blocking, then after your enemy attacks, come at him with your three-hit attack. He may block, but you'll get in at least one hit. After your last hit, immediately get back on the block button. Repeat this pattern until you win.



Level 1: Punish the Evil Merchant

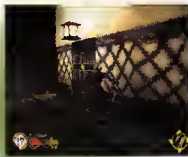
Immediately crouch down when the level begins, as there is a geisha girl to your right. Roll backward into the alley and wait for her to move right. Move forward and attach your grappling hook to the roof. Pull yourself up. Turn 90 degrees to your right. Run forward until you see a building to your left. Latch on with the hook and run toward the other side of the building. You will see a roof entrance to a building on the other side. Climb in and drop down on Echigoya's bodyguard. When fighting, let him advance, then block his two following attacks. When he finishes, attack twice, then resume blocking. *Blocking is essential!* Duck and backroll right away. Side-rolling causes



▲ The rooftops are your friends in *Tenchu*, as it is difficult for enemies on the ground to see you.



▲ This roof entrance is a key point. This is the easiest way to your first encounter with Echigoya.



▲ While you're busy fighting the bodyguard, Echigoya will flee to this storehouse. Go get him.

BOSS

It's bad enough that Echigoya has a gun, but he also leaves you to his bodyguard before taking you on! You can run away from the body guard, but you risk him alerting other soldiers. Take him out before you confront Echigoya.



▲ The bodyguard's katana will find its mark if you don't block. Press + to deflect his attacks.

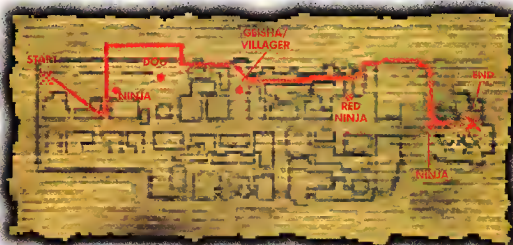


▲ Echigoya is weak in close combat, but watch out for that matchlock pistol!

the bodyguard to turn his back. Rush in and slash, then roll away. When you've finished killing him, climb back up to the hole in the roof. Exit through the hole and walk right. Use the hook and climb on to the first roof to your left. Walk to the other end of the roof. Make sure no one is looking, then enter the door of the building in front of you to fight Echigoya. Roll to the right or left to evade his gunfire, then slash the hell out of him.

Level 2: Deliver the Secret Message

Immediately target the hook on the roof to your right, as a ninja usually appears. Climb over the top of the roof to the other side and inch up towards the ledge. When the ninja isn't looking, jump down and decapitate him. Face towards the field and roll past the scarecrow until you reach the "end of the world." Rotate right 90 degrees and roll until you get to a building, but beware of the dog to your right. Climb to the roof. Inch forward and stick to the right-hand wall of the building. Beware of the geisha girl. Run past her to the other side. Progress forward, keeping aware of the red ninja on the right underneath the roof. Kill him, or when he moves away, go left into the alley and into the water, staying to the left. When you reach the other side, creep along until you get to shore. Wait for the ninja sentry near the bridge to turn around, kill him, and complete the level.



▲ A ninja appears just as soon as you begin. Get on top of that roof quickly!



▲ This geisha girl poses on a physical threat, but she will count toward you being seen.



▲ Don't even give the red ninja a chance, just kill him.



▲ To the left of the ninja lies your gool, but be careful not to be seen!

Level 3: Rescue the Captive Ninja



▲ Be careful of the dog, pictured here on the left. Usually, you won't be seen if you proceed quickly to the cave.



▲ Don't let the guards know you're there, just slit their throats and go about your business!



▲ The grappling hook attached to the center of a door across a chasm will ensure that you'll get inside the door.



▲ This is the toughest part—getting close enough to see the guard, but not so close that he sees you.



BOSS

Goo is tough, and having two vicious bears around doesn't help. Don't advance or you'll be made into a human scratching post!

► Backroll into the hallway so that Goo will have to come forward.



Turn 180 degrees and run towards the cliff wall. Turn left 90 degrees and run along the wall, minding the dog to your left. Run in to the cave at your right. Advance through the tunnel, but beware of the guard. Carefully inch upward to the edge of the trap door. Use your grappling hook to jump over the pit. To your left you'll see a wide chasm with a small door at the other side. Aim your hook sight on the top center of the door. You'll drop and catch yourself on the bottom of the door at the last second. Advance through the hallway and go through the barred door. This leads to a recessed area with cliffs to your right and left. Climb up the right side, waiting for the guard to

approach. When he leaves, kill the guard and inch your way onto the land bridge. When you reach the center, aim your hook sight on the top of the door to your right. Pull yourself up after dropping down, and go through the barred door. Run through to the recessed area to your right at the base of the inclined tunnel. Beware of the guard up ahead; either kill him or run past him to your left. Inch forward to the barred door without opening it. Stay far enough away to see the guard brush past the door. When he appears to turn his back, burst through the door and kill him. Run up the corridor towards the final boss. After the animation finishes, backroll into the corridor. Attack the main boss in the corridor, keeping the bears at bay in the distance or in the way of the main boss's swinging club. You need not kill the bears, only the main boss. Be wary of using the grappling hook near torches—you'll catch on fire!



▲ When you're done blocking his attacks, just start slashing away!



Level 4: Cross the Checkpoint

Push forward and attack the girl, since it takes time for her to position her spear. Don't forget to block! Climb to the top of the gate and roll right. Drop down and climb towards your left and wait for the guard to turn around. Run toward the house on your left. When the guard passes by, assassinate him. Use your camera and view the guard with a spear, waiting until his back is turned. Take him out and run towards your left. Crouch and look for the guard's head in a recessed area behind a tree. Decapitate him and hang from the edge of the cliff to watch the guard by the bridge entrance. Kill him and roll over the bridge, crouching at the other end of the chasm. Take out that guard. Roll forward to a tree stump, keeping the stump between you and the guard with a spear. Finish him off and roll right to the cliffside.

Stealthily cling to the wall and advance towards the archer. Jump and cling to the



■ The sister attacks slowly due to the size of her naginata, but she is powerful.



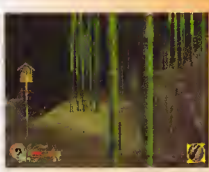
Senjuro Akechi's myajin
soga style has lots of
double sword attacks.



▲ This level has tons of guards, so hiding is of the utmost importance.



▲ A few areas have double guards, so be quick and quiet!



▲ Clinging to walls is the perfect way to get past this archer. Can't slip up, those arrows da serious damage.



▲ Make sure to be undetected when you kill this guard, or the archer to your left will massacre you.

肉口切切

The two boss opponents on this level shouldn't give you much trouble. The only one you'll actually fight is the bodyguard, and he is about as tough to fight as a normal guard.



spare my life

▲ After you take most of this guy's health he will beg for his life, but he will be killed before you can get any information.

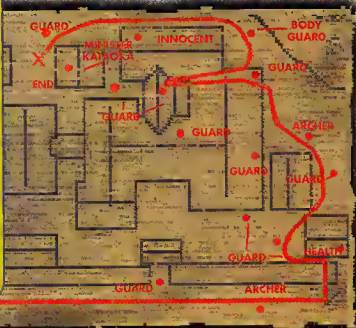


▲ You won't actually have to fight Kataoka. When you reach him, the game will take control and go through a sequence where he takes his own life.

Level 5: Execute the Corrupt Minister

Go right along the wall and when his back is turned, stealth kill the guard at the entrance to the compound. Carefully inch further down the path and kill the archer when his back is turned. Continue to the end of the path. When you reach the trees, grapple over both the moat and wall to the roof. A guard is on the ground to the right and one is in the courtyard in front of you. Toss a poisoned rice cake to the guard in the courtyard, then stealth kill the first guard while the other is choking. Now kill the other guard. Now you need to take out the archer over the wall of the courtyard. Carefully scale the wall and use the small portion of the building that sticks out for cover until he turns his back.

After you take care of the archer, this area should be clear of opposition. However, before you approach the bodyguard by the well you will have to eliminate a few more guards. Your battle with the bodyguard may make a commotion, and any nearby enemies will definitely hear you. Take out the guard



that walks the balcony above the pond by hanging from the balcony until he turns around. Then jump to the roof of the building with the balcony and stealth kill the guard in the atrium on the other side. Now you can finally take on the bodyguard by retracing the path you took to the balcony and going left to the well. After disposing the bodyguard, just another guard or two stands between you and Karaoka.

From the well, run along the right side of the right-most building. Sneak past the girl beyond the open door and stealth kill the guard between you and the next building. Now head just past the next building and hop the wall to face Kataoka. Help him kill himself and the level is over.



▲ Stay in a crouch on the path in front of the campound, as the only place to hide is in the shadows. Make your move when the guard turns his back.



A Since killing this guard will expose you to another, your best bet is to toss some poison rice to him and then take out the other guard.



▲ Pull yourself up when the guard's back is turned. If you need a safe place to catch your breath, a great place to hide is under the balcony.



▲ Wait on the roof above the atrium until the guard is walking away from you. It's always a good idea to study an enemy's walking pattern.

Level 8: Cure the Princess

(Bring one sleeping gas and one shuriken.) Hide behind the tree and wait for the dog to turn around, using the camera buttons. Kill the dog and roll forward to the tree, keeping an eye out for the guard to your left. Take him out, roll backward, then continually roll right until you get behind a tree with a view of the dog. When it turns to the right (its left), run up and kill it. Hide behind the tree. Crawl forward to next tree and wait for the guard. Take him out and advance forward. Get to the bridge and wait for the guard to turn around. When the yellow "I" appears, position the guard in your "sights" (between head and scabbard) and fire the sleeping gas. Creep up and kill him in his sleep. Turn right and wait for the dog to see you (Yellow "I"). Lock on his head with shuriken sights and fire.

Run to where the dog is and lock your grappling hook on the cave ceiling above. Hoist yourself up and kill the guard at the other end of the cave. Climb up to the waterfall, then climb to the cliff



▲ The wide tree trunks are excellent for sneaking up on unsuspecting victims.



▲ If you are close to the edge of a cliff, the guards will attack you until you fall off.



▲ Rikimaru throws a sleeping gas (baseball style) at an opponent on a bridge.



▲ Lock your shuriken sights on the dog's head (circled) and let go. One shot takes him out.



▲ This is tough—running uphill behind an opponent who patrols in a smaller area than most.



▲ At last the prize—the herb to cure Princess Kikou.

top—look out for the guard to your left. Kill the guard at the top and climb to the next cliff. Sneak to the corner and wait for the next guard to turn around. After killing him, climb into the cave to your left. Sneak up and kill the archer to your left. Cling to the left wall, wait for the guard, and assassinate him. Now pick up the herb and you're done!



Level 9: Reclaim the Castle

(Bring five grenades and one healing potion.) Turn right. Use the grappling hook to pull yourself up. Wait until the kunoichi (female ninja) appears, then duck. When she turns around, rush up and stealth kill her. Duck to hide from the guard on the bridge below. Wait for him to turn around, then slit his throat. Climb up to the ledge, cling to the wall, and move left. At the entrance, peer around to your right and watch the guard. Take him out and run left. Cling to the wall and move right. Kill the kunoichi in the alley to your left. Turn around and run towards the door to your left.

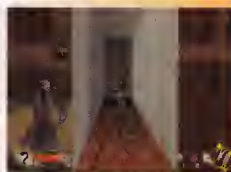
Wait until the guard leaves, then run upstairs. Do not show your head at the next floor—a guard is waiting! Use your hook to cling to the ledge. Pull yourself up when she turns around. Dispatch her and climb upstairs to fight Onikage. Block his attacks first, then attack. Bomb him! Don't leave him alone for too long, since he has a flask that regenerates his 200-level energy!



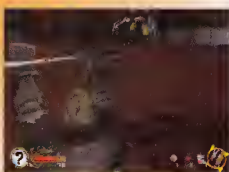
▲ The patrolling kunoichi can't see you if you're crouched with your back pressed to the back wall.



▲ This freaky guard is the only person guarding the entrance. Take this character out and you're in!



▲ This kunoichi won't know what hit her once her back is turned. As always, make sure your timing is perfect.



▲ Check out those long Wolverine-like blades! Make sure she doesn't see you, or you'll be bloody sushi!

BOSS

This is Onikage's second confrontation. Will he never quit? Onikage tends to sidestep more and get behind you. Make sure you're facing him and blocking.



Onikage loves to use his No-Shadow kick. Once you've blocked it, he is at his most vulnerable.



After you make Onikage eat a few grenades, treat him to some ninja sword dessert!

Level 10: Free the Princess

(Bring nine grenades, two chameleon spells, two poison rice, and two healing potions.) Run up the steps until the gate is in view. Roll to your left, keeping your back on the stone sculpture. When the guard walks to the left, roll forward to the next stone sculpture. Manipulate the camera to your left so you can see the guard on your right. After he stops and walks right, run behind him and kill him. Proceed to the left side of the gate. Cling to the side and creep up to the edge. Observe the twin dogs behind the two stone sculptures. When the dog furthest from you is facing the opposite way and the dog closest to you is faced away from you, run up and take out the closest dog. Immediately crouch and position yourself so the other dog's view of you is obscured by the stone sculpture. If it runs forward ("1?"), try to continue keeping the sculpture between you and the dog. If it doesn't run forward or it calms down, wait until its back is turned then kill it.

Run towards the right side of the screen and through the woods, keeping the gate to your left. Stick to the left side of the gate and peer around at the guard. Remove him, then continue towards the right side of the bridge. As soon as you enter the water, the "1?" indicator will show up, since the guard on the bridge and the archer below are startled by the splashing. Wait until this subsides, then proceed towards the rock with the Healing Potion. Climb up to retrieve it, then roll to the side and move under the bridge. When "1?" changes to "7," proceed to the right side of the bridge and the shore. Use a chameleon spell and run straight past the two guards through the double doors. Crouch and roll right behind the pillar to your right. Keep in mind that the dogs are not fooled by your disguise, as they can smell you. Throw a poison rice to your right, wait for the dog, and sneak up behind it. After slashing it, run behind the pillar and wait for the other dog's reaction. Use the same tactic on it. When the second dog is dead, move towards the large column and wait for the guard. Dispatch him, select your grenades, and head for the door. Onikage will fight as he never has before, so take the wind out of his sails with a few grenades. If possible only use only three or four, so you can use the rest on Lord Mei-Oh. Use lots of blocks and kick or blast the healing potion out of his hands before he drinks it.

After this halfway point, you'll drop down into a cavernous area. Run to your left and pick up a healing potion. Run to the right of the hall and cling to it. Peer around the corner to observe the cultist. If he isn't looking, run forward and jump down. Run down the hall and use the camera to see the cultist to your left. Run forward when his back is turned and slit his throat. Run across the hall and cling to the wall. Observe the guard to the left. Throw a poison rice in the corner and kill him when he approaches to eat it. Do not let the guard across the lava river see you! Head back to the main hallway and proceed right, clinging to the wall. Run and roll towards the nearest hallway. Take out that guard, then run along the shore of the lava river. Run towards the end of the hall and enter the second-to-last door on your left. Get as close to the lava as possible, then lock your grappling hook on the far wall to pull yourself over the



lava. Proceed left, but beware the archer in the alley. Run past him or kill him, then run down the hallway.

Keep to the center and roll forward until you see a guard. Inch forward until the yellow "1" appears, then inch back a bit. Cast a Chameleon Spell, then run past the guard and the second one after him. You'll see a land bridge that branches to your right. Run on it until you see the cave ahead. Lock your grappling hook inside the cave and pull yourself in. Run forward until you reach a lava pit. Move to the left side of the hallway, then aim your grappling hook on the ceiling of the hallway perpendicular to yours. Pull yourself in and follow the hallway until you can't go any further. Jump in the hole in the floor to fight Lord Mei-Oh. If you get inside his guard, his lightning won't affect you. When he teleports, block instantly because he will appear behind you with a sword thrust. Bombs are useful, but he can throw them back!

BOSS

Meet Lord Mei-Oh, King of Hell. He is the last obstacle stopping you from saving Princess Kiku. His lightning attacks are merciless—you'll need some healing potions here for sure. Watch out when he disappears—he's looking to stick his sword into your back!



Running inside Mei-Oh's guard will give you some protection against his lightning attacks. Try to keep behind him and slash him as much as you can.



The guard to your right can't see you with the stone sculpture in the way. Use the sculptures to your advantage.



The dogs are on the other sides of the sculptures, so take out the left one before you deal with the one on the right.



Poisoned rice goes a long way in taking out guards. A glitch lets you see this guard through the wall as he approaches.



A disguised Rikimeru runs past his foe. Just don't slash the guard, or your disguise will disappear.



After teleporting, Mei-Oh always appears behind you and thrusts forward with his sword. Try to face to the rear and block his attack.



ROLL
AWA

Drive Yourself Up The Wall!



More than 200 levels of addictive puzzle madness provide hours of challenging gameplay



Innovative 3D platforms allow you to flip the playing perspective 360 degrees



Pick up coins, gems and fruit, and dodge countless perilous obstacles



Test your memory against a friend in the 2-player "Copy Cat" mode

HOT PRODUCT INFO:
www.psychosis.com



©1997 Sony Computer Entertainment Europe. All Rights Reserved. Developed by Game Design Services Ltd. Published in USA by Psygnosis and licensed by Sony Computer Entertainment Europe. Psychosis and the Psychosis logo are TM & © and © 1997 by Psygnosis Ltd. All RIGHTS RESERVED. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



Tales of Destiny

secrets guide

Dust when you thought you completed the game, you find out that you missed an entire 60-floor tower! Not to mention lots of other sub-events that give new meaning to the word "mini-game." No matter how simple *Tales of Destiny* may seem to you, you'll miss half of the game if you simply plow through without exploring

some of the optional events that make it so incredibly deep and entertaining.

So, plug that controller back into your PlayStation. You need to join Stahn and the gang for some of the most involving and brutally tough sub-games and secrets ever encountered in an RPG! Read on for the full scoop.



The Special Egg

After the fight with Baruk, make sure to examine his throne in front of the Shield Deactivation button on the wall. You'll pick up a strange item simply called "EGG," which shows up on your Valuables list. What



A The only way to get the Blue Dragon to mature into an adult is by feeding it each of the four Gourmet items.



A The Blue Dragon Disc may not be that impressive in terms of stats, but it does give your character a new spell.

do you do with it? Entrust it to your sister, Lilith, of course! When you get a chance, drop by Lienea and give the EGG to her. Check in on the EGG from time

secret recipes

In the second half of the game, you'll notice that in certain kitchens around the globe master chefs are just waiting to share their secret recipes with you. In order to begin your culinary adventure, it would benefit you greatly to have Mary in your party. It isn't necessary to recruit her, but she will give you information about each ingredient needed for each recipe.



Sea's Bounty:

Sheeden
Receive
Gourmet A
Ingredients: M.
Pike, Sea
Bream, Herring,
Bonito, Sea
Bass, Smelt,
Mackerel, Tuna,
Vegetables, W.
Apple, and Jam



Queen's Delight:

Danish
Receive Gourmet
D Ingredients:
Apple, Sweetee,
Acerola, Banana,
Mangosteen,
Grape, Blueberry,
Melon, Dorian,
Strawberry,
Pineapple, Prune



Beast Meat

Supreme: Cyril
Receive
Gourmet B
Ingredients:
Brie, Cheese,
Bread, Beast
Meat, EFree
(equipment)



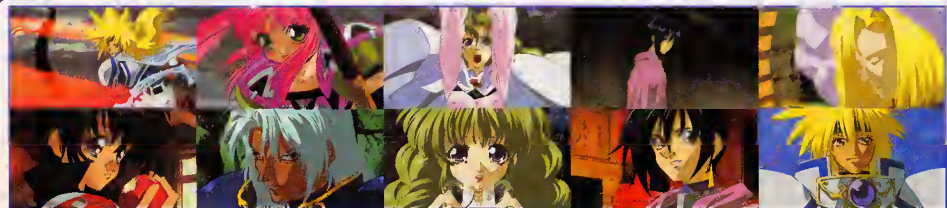
Spicy Prawns:

Cherik
Receive
Gourmet C
Ingredients:
Prawns, Crab,
Crab Soup, Egg

to time, and after you enter and exit Lilith's house eight times, the EGG will hatch!

Once it hatches, you'll be the proud guardian of a baby blue dragon. If you talk to it, it will tell you that it wants "Gourmet!!!" to eat. Sound familiar? Give it

all four of the Gourmet items you received from the chefs around the world and it will mature into an adult dragon. The adult dragon will then give you a new disc that contains a spell to summon him during a battle.



harbor secrets

Once you get the Lantern, you'll be able to see where each of the boxes in the Warehouses is supposed to go. Here's a list of what you'll receive from each warehouse.

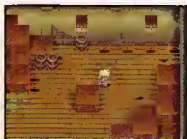
Darlished Harbor

Left Building: Miracle Gel, R. Savory
Middle Building: Random item, Elixir
Right Building: Miracle Gel, Hourglass



Moreau Harbor

Only Building: R. Foot, Gnome



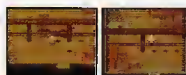
Frostheim Harbor

Right Building: Lemon Gel, Volt
Left Building: Thinking Cap, Tech Ring, Mystic Symbol
(boat within 16.66 seconds)



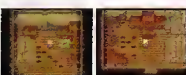
Neuestadt Harbor

Right Building: W. Boots, Sylph
Left Building: Random, Elixir



Sheeden Harbor

Left Building: Pom Seed, Wendiane
Right Building: R. Lavender, R. Bellebane



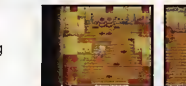
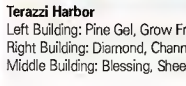
Cherik Harbor

Left Building: Random, Elixir
Right Building: Efreot, C. Bottle



Terazzi Harbor

Left Building: Pine Gel, Grow Fruit
Right Building: Diamond, Channeling
Middle Building: Blessing, Sheeden



Saving Dalis/ Recruiting Mary

But you didn't know that there was a way to save Dalis during the first half of the game! The only way that Dalis survives the fight with your party is by taking Mary down to her hometown of Cyril immediately after entering Heidelberg (Do not approach the castle or you'll miss your chance!). When you enter the town, she'll make mention that Cyril seems familiar. Take her to the house in the lower left corner of the town and she'll take a trip down "recovered memory" lane. Now when you return to fight Dalis in Heidelberg, he'll survive the battle. In the second half of the game he'll retire to a happy home life with Mary in her town of Cyril.

Saving Dalis will affect Mary's participation later on in the game, though. If Dalis dies during your fight with him, Mary will grieve throughout a good portion of the second half of the game. But once



Belcrant takes a potshot at the planet and the Aethersphere begins to form, visit Mary in Cyril again. She'll get over her sadness and rejoin your party. If you happen to save Dalis during the first part of the game, getting Mary to rejoin your party will be a little more difficult. She'll insist on staying home with her sweetheart up until the point when the Aethersphere is completely covering the sky. Only then will she be willing to rejoin the fight.



4 Though he starts off as one of your most powerful foes, is there more to the mysterious Leon Magnus than readily meets the eye?

A Before you head to the Heidelberg Castle, bring Mary to Cherik immediately. An event will be triggered that will allow Dalis to live.

armeida quiz

1 In the town of Armeida during the second half of the game, you'll come across two characters in front of the large inn in town. Talk to the boy and he'll challenge you to a trivia test. Answer his first question and you'll have a chance to answer 50 more questions. Here are the answers to the quiz:

- A.Arche, Cress
1.Swordian
2.30 %
3.Mutsumi Inomata
4.Gil
5.Red Bellebane
6.Solvalou
7.Missile Sword
8.Strayfate Temple
9.Gaplus
10.Draconis
11.Eruption
12.Combo Command
13.BORDERLINE
14.Samba
15.Water
16.Aura Disc
17.They're Mine!
18.23
19.Lienae
20.Black Onyx
21.Sotry Kreem
22.22
23.Mishima
24.60%
25.Zodiacal Order
26.Lens
27.Next to Alba's cabin
28.Neuestadt
29.Fast Food SP - BURGER
30.Old Cane
31.Atwight
32.Sheeden
33.Restores HP & TP completely
34.Archery Skills
35.Passport
36.Produce products based on Lens
37.Fygar
38.1997
39.Search Lens
40.Armeida
41.15
42.Fish
43.Glitchrist
44.1980
45.Phooey!
46.Branch manager for Oberon
47.Calvesee
48.Harmentz
49.Clemente
50.Aeth'er Wers



A During the second half of the game, make sure to revisit the town of Armeida and talk to this couple.



A If you've ever played Nemo's Isles of Phantasia for the Super Famicom, these two characters will be familiar.

If you answer all the questions correctly, you'll receive a Channelling Ring as well as the Throw Sword Skill. If you answer more than 35 questions correctly but fall short of 50, you'll be taught the skill but you won't get the Channelling Ring.



▲ Before you enter the correct password at Helraios, try plugging in some of the ones below for wacky results.

Helraios Puzzle

When you head out onto the Aethersphere in pursuit of Hago, you'll come across a maze called Helraios. At some point in the maze, you'll be asked to enter a four-letter password to continue through a locked door to meet with Ilene. While the actual password to clear the area is "FATE," you can also enter "GIFT" to receive a treasure chest containing a Laser Blade. Or you can enter "OGRE" to get a Tekken 3 reference on the screen: "Seek OGRE's Blood." If you enter "HUGO," Stahn will yodel!

▼ You'll stumble across this particular enemy in various guises throughout Tales of Destiny. Use an upwards sword attack to wipe them out with ease.



the neweststadt arena

After your first visit to Newestadt, you'll have undoubtedly met up with Bruiser Khang in the Arena. After you get the Dragonhorn (but before Belcrant falls), you'll have a chance to revisit the Arena, fight Bruiser, and recruit him if you win. Once you do, you'll be able to return to the Arena in certain times during the game to win some very interesting and special items. Immediately after the fight with Bruiser, you can reenter the ring and fight. The first five times you fight and win, you'll be awarded something different.

First Win Grow Fruit
Second Win Flare Sword
Third Win S. Flame Disc
Fourth Win Herb Set
Fifth Win Gel Set

Once you have access to Draconis again, some new enemies and items will make their appearance in the Arena. Keep in mind that the eighth and final monster you fight will be the Wyvern, who is immune to any elemental damage. Therefore, equip a non-elemental weapon and refrain from casting any Fire spells!

First Win Combo Command
Second Win Channeling
Third Win Jewel Set
Fourth Win Silver Cape
Fifth Win Gel Set

If you beat Bruiser when you are on your date with Ilene, you'll get nothing but a warm fuzzy feeling. It's not necessary to beat Bruiser the first time around when you first visit the Arena, since it will only affect immediate dialogue. However, you can recruit him if you beat him during the second half of the game.

If you immediately reenter the Arena once more after obtaining the Gel set from the previous set of battles, you'll now be able to play a different type of game instead of the normal Arena Battle. The bouncer in the Challenger's Waiting Room will give you a choice of either:

1. Normal Battle
2. Ghost Hunt
3. Never mind

In the Ghost Hunt contest, you must try to destroy all of the ghosts that appear within a limited amount of time by manually swinging your sword. If you hack down all 30 ghosts in time, you'll receive a M. Symbol. The second time you manage to win, you'll receive an A. Charm accessory.

▼ The Arena offers tons of secrets and special items depending on when and how many times you win.



▲ You'll have to face two different sets of monsters in the Arena, depending on what point during the game you enter.

the sacred texts

Throughout the game you'll learn of special items called "Sacred Texts." These are actually Skills that Stahn can learn and add to his inventory. You can find them in seven different areas throughout the game in the form of small tombstone-like monuments. If you examine one early in the game, Stahn will most likely be unable to understand it. He must first meet these requirements:

1. Stahn must have Dymlos equipped.
2. Stahn must have acquired the spells and skills mentioned in that particular Text.
3. Stahn and Dymlos must be at or above the required level.

If Stahn doesn't meet these requirements, then he won't be able to read the Text. Below is a list of all the Text locations and the requirements needed to learn each Skill.

Location	Ans. #1	Ans. #2	Stahn's Level	Dymlos' Level	Skill Required
Moreau Caves	Fireball	Spin Slash	20	22	Spin Flare
Heidelberg Maze	Fire Wall	Missile Sword	25	23	Fiery Wave
Ilene	Firestorm	Kick Attack	33	34	Dragon Toss
Cloudius	Flare Tornado	Force	38	38	Light Spear
Swordland Lab	Explode	Vortex	40	42	Flame Vortex
Seinegard Castle	Dragon Blade	Fiery Wave	48	45	Assassin
*Strayize Forest	Earthquake	Spin Flare	54	50	Phoenix

*Note: In order to get the spell "Phoenix" you must have the Giant Aura Disc equipped on Dymlos, otherwise you will never read the stone.



▲ The caves leading to Moreau harbor the first and easiest Sacred Text to read.



▲ Don't pass up this Sacred Text in the passage beneath Heidelberg or you may not get a second chance later.



▲ This Sacred Text in Stahn's hometown may be the easiest to overlook, so be sure to remember its location.

What Is a Channeling Ring?

Throughout *Tales of Destiny*, you'll inevitably run across rare items called Channeling. There's no real description as to what they do if someone in your party equips them, but the lockdown on their purpose is very, very cool indeed. If you equip one of the rings on the person in your battle party who is directly below Stahn on the menu screen, a second player will be able to control that character in battle! Just like Stahn, you'll have to take that character off of Auto and place it in Semi-Auto mode by pressing the SELECT button a few times on the second controller. It should control just like Stahn, wherein you can assign special skills to various button combinations.

But that's not all. If you have more Channeling rings, then you can equip them on up to three of your battle party members! If you have a Multi Tap, four people can play simultaneously in battle! Just remember that you must equip the rings on the characters in this fashion, according to the menu screen: Stahn (first controller); character below Stahn (second controller); character to the right of Stahn (third controller); and character to the diagonal lower right from Stahn (fourth controller). Have fun!

► Tales of Destiny has tons of strategy items to be had. The Channeling ring is perfect for multi-player fun during battle scenes.



FROM THE PRODUCERS OF

CRASH
BANDICOOT™



SPEED
LIMIT
120

RUNNING
wild

RUNNING WILD. YOU'VE NEVER SEEN ANIMALS THIS FAST.
six crazy characters, six wild tracks stretching from the arctic to the jungle. no speed limit.



Running Wild™ & © 1999 Universal Interactive Studios, Inc. All rights reserved. www.universalstudios.com. Published by 989 Studios. 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.



www.989studios.com

General Store

TRADER SHMOE'S Items

Are you curious as to what of Trader Shmoe is selling in Moreau? Can't afford to gamble on all the "7" items he's selling? Below is a list of the goods so you can buy exactly what you need.

Long Sword.....	1,800 G
M. Sword.....	1,800 G
Rapier.....	1,800 G
M. Chain.....	2,000 G
L. Armor.....	2,000 G
Lucky Cap.....	1,500 G
Beret.....	1,500 G
L. Helm.....	1,500 G



A Make sure to always pack several R. Bottles. They're helpful in transforming and identifying those "7" items.

The Golden Seed

If you plant your Charak Seed right, you'll get the Golden Seed. You can't plant it, so take it back to Professor Otto in the lab next to the Seingald castle. If you have the Golden Seed, he'll offer to take it off your hands. If you give it to him, he'll exchange it for the Disc that enables the Earthquake spell.



A The Golden Seed is important in obtaining the Giant Disc. In turn, you'll be able to read the last Sacred Text.

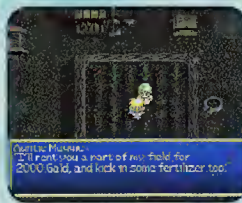
B Karyl Sheoden, though he dresses weird, can help your party immensely with his numerous song "spells," or Scores.



farmer stahn

Once you reach the second half of the game, head to Darlsheid and talk to the scientist residing in the building in the castle courtyard. He'll be super excited about something called the "Golden Seed." He'll offer to sell you a Pom Seed for 50 Gald, as well. If you accept his offer and pay the fee, you'll now have the Seed in your inventory. Take it to Lienea and talk to Aunt Maggie standing in the middle of the small field in town. She'll offer to plant the seed and rent you a small portion of the field for 2,000 Gald. Steep price, but you can get some interesting items from planting the seed. If you do plant it, then Aunt Maggie will offer to sell you some fertilizer as well. You'll need to use fertilizer three times at 1,000 Gald a pop, so make sure you know this before you start planting.

Below is a compiled list of all the different combinations of seeds and what they will give you if you decide to try planting the Pom Seed.



B Though costly, planting seeds in Lienea is a good idea if you want to access some of the rare items in the game.



KEY TO ABBREVIATIONS

1X = First Fertilizer Application

2X = Second Fertilizer Application

3X = Third Fertilizer Application

R = Red Super Gro

B = Blue Kwik Gro

Y = Yellow Miracle Gro

W = White Sure Gro

X = No Item

POM SEED

1X 2X 3X Outcome

R.....R.....R.....	X
R.....R.....B.....	Green Gel
R.....R.....Y.....	Orange Gel
R.....R.....W.....	Green Gel
R.....B.....R.....	Green Gel
R.....B.....B.....	Apple
R.....B.....Y.....	Wormy Apple
R.....B.....W.....	Mackerel Pike
R.....Y.....R.....	Wormy Apple
R.....Y.....B.....	Silviline
R.....Y.....Y.....	Wormy Apple
R.....Y.....W.....	Strawberry
R.....W.....R.....	Apple
R.....W.....B.....	Melange Gel
R.....W.....Y.....	Long Sword
R.....W.....W.....	Apple
B.....R.....R.....	Green Gel
B.....R.....B.....	Squid
B.....R.....Y.....	Bread
B.....R.....W.....	Orange Gel
B.....B.....R.....	Silviline
B.....B.....B.....	X
B.....B.....Y.....	Short Sword
B.....B.....W.....	Orange Gel
B.....Y.....R.....	Silviline
B.....Y.....B.....	Sabre

B.....Y.....Y.....Lemon Gel

B.....Y.....W.....Silviline

B.....W.....R.....Pine Gel

B.....W.....B.....Lemon

B.....W.....Y.....White Smelt

B.....W.....W.....Silviline

Y.....R.....R.....Green Gel

Y.....R.....B.....Chestnut

Y.....R.....Y.....Rotten Orange

Y.....R.....W.....Liqueur Bottle

Y.....B.....R.....Rotten Orange

Y.....B.....B.....Life Bottle

Y.....B.....Y.....Mackerel Pike

Y.....B.....W.....Lemon

Y.....Y.....R.....Rotten Orange

Y.....Y.....B.....Lemon

Y.....Y.....Y.....X

Y.....Y.....W.....Life Bottle

Y.....W.....R.....Rotten Orange

Y.....W.....B.....Rune Bottle

Y.....W.....Y.....Eel

Y.....W.....W.....Orange Gel

W.....R.....R.....Green Gel

W.....R.....B.....Sour Milk

W.....R.....Y.....Orange Gel

W.....R.....W.....Cheese

W.....B.....R.....Sour Milk

W.....B.....B.....Banana

W.....B.....Y.....Vegetables

W.....B.....W.....Miracle Gel

W.....Y.....R.....Cheese

W.....Y.....B.....Sour Milk

W.....Y.....Y.....Cheese

W.....Y.....W.....A Charm

W.....W.....R.....Panacea Bottle

W.....W.....B.....Sour Milk

W.....W.....Y.....Cheese

W.....W.....W.....X



▲ Once you access the Draconis loto in the game, you'll be able to reach the Seed Shop on this distant shore.

More Seeds!

Once you access the Draconis toward the end of the game, you'll be able to access a secret Seed Shop hidden on the shore to the west of Junkland. Inside, a man will be able to sell you different types of seeds. They are as follows:

Pom Seed	1,000 G
Estima Seed	10,000 G
Lanakear Seed	10,000 G

You can return with the new seeds and use Aunt Maggie's field to plant them if you have the cash to see it through. Below is a list of all the different combinations and the hundreds of results you'll receive. You can access some items that you cannot buy anywhere in the *Tales of Destiny* world by planting seeds. They are marked with an asterisk (*).

ESTIMA SEED

1X	2X	3X	Outcome
R.....R.....R.....	X		
R.....R.....B.....			Persimmon
R.....R.....Y.....			Chestnut
R.....R.....W.....			Persimmon
R.....B.....R.....			Chestnut
R.....B.....B.....			Squid
R.....B.....Y.....			Sea Bass
R.....B.....W.....			Squid
R.....Y.....R.....			Sea Bass
R.....Y.....B.....			Strawberry
R.....Y.....Y.....			Sweetee
R.....Y.....W.....			Strawberry
R.....W.....R.....			Sweetee
R.....W.....B.....			Acerola
R.....W.....Y.....			Smelt
R.....W.....W.....			Acerola
B.....R.....R.....			Smelt
B.....R.....B.....			Cod
B.....R.....Y.....			Barracuda
B.....R.....W.....			Cod
B.....B.....R.....			Barracuda
B.....B.....B.....			X
B.....B.....Y.....			Chicken
B.....B.....W.....			Beast Meat
B.....Y.....R.....			Chicken
B.....Y.....B.....			Pineapple
B.....Y.....Y.....			Blueberry
B.....Y.....W.....			Dolgenia Seed*
B.....W.....R.....			Pineapple
B.....W.....B.....			Life Bottle
B.....W.....Y.....			Sweetee
B.....W.....W.....			Lemon Gel
Y.....R.....R.....			Pine Gel

Y.....R.....B.....			Pine Gel
Y.....R.....Y.....			Sweetee
Y.....R.....W.....			Pine Gel
Y.....B.....R.....			Sweetee
Y.....B.....B.....			Acerola
Y.....B.....Y.....			Strawberry
Y.....B.....W.....			Persimmon
Y.....Y.....R.....			Strawberry
Y.....Y.....B.....			Lemon Gel
Y.....Y.....Y.....			X
Y.....Y.....W.....			Lemon Gel
Y.....W.....R.....			Mackerel Pike
Y.....W.....B.....			Banana
Y.....W.....Y.....			Lemon Gel
Y.....W.....W.....			Rotten Orange
W.....R.....R.....			Chestnut
W.....R.....B.....			Strawberry
W.....R.....Y.....			Green Gel
W.....R.....W.....			White Smelt
W.....B.....R.....			Squid
W.....B.....B.....			Acerola
W.....B.....Y.....			Beast Meat
W.....B.....W.....			Pineapple
W.....Y.....R.....			Pineapple
W.....Y.....B.....			Strawberry
W.....Y.....Y.....			Charm Bottle *
W.....Y.....W.....			Vegetables
W.....W.....R.....			Chicken
W.....W.....B.....			Lanakear Seed
W.....W.....Y.....			Apple
W.....W.....W.....			X

LANAKEAR SEED

1X	2X	3X	Outcome
R.....R.....R.....			X
R.....R.....B.....			Green Gel
R.....R.....Y.....			Strawberry
R.....R.....W.....			Vegetables
R.....B.....R.....			Green Gel
R.....B.....B.....			Lemon Gel
R.....B.....Y.....			Apple
R.....B.....W.....			Green Gel
R.....Y.....R.....			Apple
R.....Y.....B.....			Green Gel
R.....Y.....Y.....			Apple
R.....Y.....W.....			Vegetables
R.....W.....R.....			Flare Bottle
R.....W.....B.....			Lemon Gel
R.....W.....Y.....			Vegetables
R.....W.....W.....			Vegetables
B.....R.....R.....			Prune
B.....R.....B.....			Melange Gel
B.....R.....Y.....			Prune



▲ The Seed Shop, while being run by a Heihachi look-alike, is important for uncovering all the secrets.

B.....R.....W.....			Melange Gel
B.....B.....R.....			Prune
B.....B.....B.....			X
B.....B.....Y.....			Prune
B.....B.....W.....			Melange Gel
B.....Y.....R.....			Acerola
B.....Y.....B.....			Prune
B.....Y.....Y.....			Life Bottle
B.....Y.....W.....			Prune
B.....W.....R.....			Green Gel
B.....W.....B.....			Prune
B.....W.....Y.....			Acerola
B.....W.....W.....			Prune
Y.....R.....R.....			Wrasse
Y.....R.....B.....			Orange Gel
Y.....R.....Y.....			Wrasse
Y.....R.....W.....			Sweetee
Y.....B.....R.....			Miracle Gel
Y.....B.....B.....			Wrasse

▼ Chelsea Torn has inherited her grandfather's skill with the bow and arrow. She'll be able to join your party after you plunder the Secret Obsidian Factory in the second half of the game.



▲ Exit and reenter Utena three full times, adding fertilizer all the while, in order to see a seed to its bloom stage.



▲ Seemingly ditz at times, Mary Argent is an invaluable addition to your party. Not only does she play a big part in secrets, she kicks much butt in battle, as well.

Y...B...B...Wrasse
Y...B...Y...Phen Seed*
Y...B...W...Orange Gel
Y...Y...R...Orange Gel
Y...Y...B...Wrasse
Y...Y...Y...X
Y...Y...W...Sweetee
Y...W...R...Wrasse
Y...W...B...Orange Gel
Y...W...Y...Wrasse
Y...W...W...Green Gel
W...R...R...Egg
W...R...B...Lemon Gel
W...R...Y...Egg
W...R...W...Beast Meat
W...B...R...Egg
W...B...B...Beast Meat
W...B...Y...Pine Gel
W...B...W...Egg
W...Y...R...Pine Gel
W...Y...B...Egg
W...Y...Y...Beast Meat
W...Y...W...Charm Bottle
W...W...R...Life Bottle
W...W...B...Liquor Bottle
W...W...Y...Beast Meat
W...W...W...X

▲ By planting the above seeds in a particular order and using specific fertilizers, you can receive new types of seeds. The Dolgenia Seed, Phen Seed or the all important Charak Seed will reward you with very rare items if you plant them correctly. Refer to the following lists for the full scoop.

DOLGENIA SEED

1X 2X 3X Outcome

R...R...B...Tuna
R...B...R...Tuna
R...B...W...Tuna
R...Y...B...Phen Seed*
R...Y...Y...Tuna
R...W...B...Tuna
B...R...R...Grape
B...R...W...Grape
B...B...Y...Grape
B...Y...B...Grape
B...W...R...Grape
B...W...Y...Phen Seed*
B...W...W...Grape
Y...R...Y...Melon
Y...B...B...Melon
Y...Y...R...Melon
Y...Y...W...Melon
Y...W...R...Phen Seed*
Y...W...Y...Melon
W...R...B...Sea Bream
W...B...R...Phen Seed*
W...B...B...Sea Bream
W...B...W...Sea Bream
W...Y...Y...Sea Bream
W...W...B...Sea Bream

PHEN SEED

1X 2X 3X Outcome

R...R...R...X
R...R...B...Prawn
R...R...Y...Melange Gel
R...R...W...Lemon Gel
R...B...R...Prawn
R...B...B...Pine Gel
R...B...Y...Melange Gel
R...B...W...Prawn
R...Y...R...Oriola Seed*
R...Y...B...Lemon Gel
R...Y...Y...Prawn
R...Y...W...Pine Gel
R...W...R...Prawn
R...W...B...Melange Gel
R...W...Y...Lemon Gel
R...W...W...Prawn
B...R...R...Mangosteen
B...R...B...Pine Gel
B...R...Y...Melange Gel
B...R...W...Mangosteen
B...B...R...Lemon Gel
B...B...B...Charak Seed*
B...B...Y...Mangosteen
B...B...W...Pine Gel



▲ You'll run into this enemy in all strengths and colors throughout your journey. Beware of their bite, as they do heavy damage.

B...Y...R...Melange Gel
B...Y...B...Mangosteen
B...Y...Y...Lemon Gel
B...Y...W...Pine Gel
B...W...R...Mangosteen
B...W...B...Melange Gel
B...W...Y...Lemon Gel
B...W...W...Mangosteen
Y...R...R...Melon
Y...R...B...Pine Gel
Y...R...Y...Melange Gel
Y...R...W...Melon
Y...B...R...Lemon Gel
Y...B...B...Pine Gel
Y...B...Y...Melon
Y...B...W...Melange Gel
Y...Y...R...Lemon Gel
Y...Y...B...Melon
Y...Y...Y...Pine Gel



▲ The Grizzly is a pushover for most of the game, but once the Aethersphere forms, prepare for his tougher form.



TWISTED METAL III

NOVEMBER



www.989studios.com PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Twisted Metal is a registered trademark. 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Developed by 989 Studios. © 1998 Sony Computer Entertainment America Inc.



Rutee Katraa provides the majority of the healing spells. She even has the ability to steal items and search for extra Gold during battle.

Y.....Y.....W.....	Melon
Y.....W.....R.....	Melange Gel
Y.....W.....B.....	Lemon Gel
Y.....W.....W.....	Melon
Y.....W.....W.....	Pine Gel
W.....R.....R.....	Sea Bream
W.....R.....B.....	Melange Gel
W.....R.....Y.....	Lemon Gel
W.....R.....W.....	Snapper
W.....B.....R.....	Pine Gel
W.....B.....B.....	Sea Bream
W.....B.....Y.....	Melange Gel
W.....B.....W.....	Lemon Gel
W.....Y.....R.....	Sea Bream
W.....Y.....B.....	Pine Gel
W.....Y.....Y.....	Melange Gel
W.....Y.....W.....	Sea Bream
W.....W.....R.....	Lemon Gel
W.....W.....B.....	Pine Gel
W.....W.....Y.....	Sea Bream
W.....W.....W.....	X

ORIOLA SEED

1X	2X	3X	Outcome
R.....R.....R.....			Wormy Apple
R.....R.....B.....			Roast

A.....R.....R.....Y.....	Savory*
A.....R.....R.....W.....	Blueberry
A.....R.....B.....R.....	Softy Cream
A.....R.....B.....B.....	Beef
A.....R.....B.....Y.....	Bread
A.....R.....B.....W.....	Bream
A.....R.....Y.....R.....	Mackerel Pike
A.....R.....Y.....B.....	Egg
A.....R.....Y.....Y.....	Lemon
A.....R.....Y.....W.....	Wrasse
A.....R.....W.....R.....	Silverside
A.....R.....W.....B.....	Vegetables
A.....R.....W.....Y.....	Banana
A.....R.....W.....W.....	Steak
A.....B.....R.....R.....	Mackerel
A.....B.....R.....B.....	Lemon
A.....B.....R.....Y.....	Cheese
A.....B.....R.....W.....	Red Snapper
A.....B.....B.....R.....	White Smelt
A.....B.....B.....B.....	Brie
A.....B.....B.....Y.....	Persimmon
A.....B.....B.....W.....	Bonito
A.....B.....Y.....R.....	Chestnut
A.....B.....Y.....B.....	Herring
A.....B.....Y.....Y.....	Squid
A.....B.....Y.....W.....	Grape
A.....B.....W.....R.....	Sea Bass
A.....B.....W.....B.....	Eel
A.....B.....W.....Y.....	Strawberry
A.....B.....W.....W.....	Tuna
A.....Y.....R.....R.....	Sweetee
A.....Y.....R.....B.....	Cutie Mitten*
A.....Y.....R.....Y.....	Lavender*
A.....Y.....R.....W.....	Mangosteen
A.....Y.....B.....R.....	Bonito Flakes
A.....Y.....B.....B.....	Melon
A.....Y.....B.....Y.....	Fitz Shake
A.....Y.....B.....W.....	Lucky Cap
A.....Y.....Y.....R.....	Acerola
A.....Y.....Y.....B.....	Juicy Beef
A.....Y.....Y.....Y.....	Squid Jerky
A.....Y.....Y.....W.....	Crab
A.....Y.....W.....R.....	Smelt
A.....Y.....W.....B.....	Dorion
A.....Y.....W.....Y.....	Cod
A.....Y.....W.....W.....	Crab Soup
A.....W.....R.....R.....	Barbacuda
A.....W.....R.....B.....	Jam
A.....W.....R.....Y.....	Fitz Burger
A.....W.....R.....W.....	Tender Roast
A.....W.....B.....R.....	Fitz Fries
A.....W.....B.....B.....	Blowfish
A.....W.....B.....Y.....	Beast Meat
A.....W.....B.....W.....	Bellebane
A.....W.....Y.....R.....	Sour Milk
A.....W.....Y.....B.....	Mackerel Pike
A.....W.....Y.....Y.....	Chicken
A.....W.....Y.....W.....	Snapper
A.....W.....W.....R.....	Pineapple
A.....W.....W.....B.....	Prawn
A.....W.....W.....Y.....	Roast
A.....W.....W.....W.....	Elvin Cape

CHARAK SEED

1X	2X	3X	Outcome
R.....R.....R.....			Ruby*
R.....R.....R.....			Garnet*
R.....R.....R.....W.....			Grow Fruit*
R.....B.....Y.....			Golden Seed*
R.....Y.....B.....			Thunder Spirit*
R.....W.....R.....			Grow Fruit*
R.....W.....Y.....			Channeling*
B.....R.....B.....			Wind Power*
B.....R.....W.....			Grow Fruit*
B.....B.....B.....			Aquamarine*
B.....B.....Y.....			Moonstone*
B.....Y.....R.....			Sardonyx*
B.....W.....R.....			Tech Ring*
B.....W.....W.....			Sapphire*
Y.....R.....B.....			Grow Fruit*
Y.....R.....W.....			Dark Power*
Y.....B.....W.....			Emerald*
Y.....Y.....Y.....			Topaz*
Y.....W.....B.....			Grow Fruit*
Y.....W.....W.....			Tech Ring*
W.....R.....W.....			Turquoise*
W.....B.....W.....			Terra*
W.....Y.....Y.....			Grow Fruit*



« This enemy is not exactly the hardest hitting in terms of strength, but beware its poisonous spores or prepare to use a P. Battle or two.

The Cat's Emerald Ring

After you've gained access to the Horn to summon Bernardo, make sure that Chelsea is in your group and head over to Neuestadt. In Neuestadt, find the cat at the docks and speak with it. Chelsea will ask to feed it one of three different types of fish. Feed it Bonito twice and the cat will not only love you unconditionally, but will walk over to some boxes on the dock. Search the boxes to find an E. Ring!



▲ You can only trigger the event with the stray cat at the Fitzgold harbor by having Chelsea in your party.

The Large Food Sack

When you begin the second half of the game, you'll get into an argument with Stahn's sister, Lillith, over his departure from the village. Before you leave town with Philia, make sure to talk with Lillith (no hard feelings?) and things will get patched up. She'll even give you the Food Sack L, which carries up to 20,000 increments of food stuffs!



▲ While the Large Food Sack is an improvement over the smaller sacks, you'll be hard pressed to find enough food to keep it filled consistently.

The Tricycle

After you have reached the Aethersphere, return to the town of Armeida. Visit the sleeping grandmother in the house in the upper left corner of town and speak with her. She'll mistake you for her grandson and give you 500 Lens. There's no way to return them to her, so make sure to keep them in your stash. Now head over to Darlsheld and enter the Lens shop near the southern entrance to town. Speak with the disgruntled young man perusing the Oberon goodies in the corner of the shop. He'll mention that he forgot his Lens at home with his grandmother. Philia will pull you aside and suggest that you give the man the Lens you received from the woman in Armeida. Give them to the man and he'll reward you for your efforts by giving you his Tricycle. This accessory, when equipped, will cease random bat-

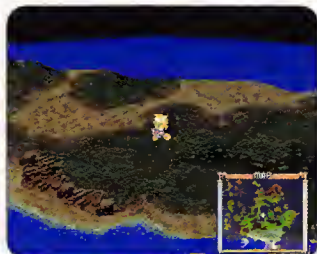
ties when you are traveling on the world map! The drawback for using it is that your speed decreases to a snail's pace.



▲ After you talk to the old woman in Armeida, track down her grandson at the Darlsheld Lens Shop.



▲ Philia will insist you play Boy Scout and give this man his rightful Lens. Do it to receive the Tricycle.



▲ The Tricycle is not only helpful in avoiding random battles, it's the next best thing to a Big Wheel!



Heiroke's Secret Game

Another interesting hidden hut that you can access with the Draconis belongs to Heiroke, a rock-paper-scissors fanatic. Find his hut on the small, empty island between Sheeden and Terazzi. Walk across the small forest area near the southern tip of the small island and you'll enter Heiroke's property. Talk to him inside and he'll offer to let you compete against Philia in a wacky game of Roshambo. The only real thing you can win by participating is more Gald, depending on what you bet and how good you are at meeting out punishment to Philia when she loses. Play the game and you'll see what we mean. Hee hee...



▲ Who knew that Philia had a violent streak? Find the Roshambo hut and test out her dark side.

Lens Shop

Once you access the Draconis again late in the game, you'll be able to explore uncharted territory freely. Fly the ship over to the large snow-covered island (it looks like a crude number three) and walk over the forest area near the northern tip. You'll enter the hidden hut of the Lens Pro (he bears a striking resemblance to Heihachi from Tekken). Talk to him and he'll offer to count your Lens to find if you have enough. If you have more than 3,000 Lens in your possession, he'll then proceed to offer to sell you any one of four different summoning items: Gnome, Efreot, Sylph, or Wendine. Whether or not you purchase one of the items, you'll lose all of your collected Lens so make sure to grab one when he offers. If you have less than 1,000 Lens and you speak with the Lens Pro, he'll only give you a Green Gel and shoo you out of his hut. Periodically, the Lens Pro will also include a bonus item for your troubles if you have a high enough amount of Lens. The bonus items include a Strange Pouch (accessory) and a Mist Orb (accessory).



▲ Yet another small, secluded hut lies on the snow-covered island to the west of Phandria. Check it out.

Mini-Game Madness in Moreau

When you first visit Moreau, you'll be able to participate in one of the minigames going on in the Moreau town square. Find and talk to the cat person named Najadee standing near the cat statue in the town square. He'll challenge you to a stone-picking game. The object is to have your opponent pick the last stone. The starting number of stones varies, but one way to ensure that you'll be the winner is to have your opponent pick stones when there are only five left. The reward for winning the game is an Elxir.

During the second half of the game, you'll be able to challenge another cat person named Najadee to a *Galaxian*-type game. The cost is 100 Gald and it's exactly like the ship shooter that you played earlier in the game, but this time around you cannot call in reinforcements. The goal is to reach 100,000 points, but there are rewards for the varying levels of the game that you can reach. If you're lucky enough to reach the rank of Monkey (100,000 points), you'll receive the Mystic Symbol.

▼ If you're up for a little mini-game mayhem, then try your luck with the cats in Moreau's town square.

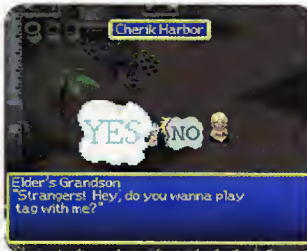


▲ A tough *Galaxian*-type mini-game awaits you once you talk to Najadee in Moreau.



A Game of Tag

In the town of Cherk, a small boy who is near the town well will challenge you to a game of tag. The goal of the game is to elude up to four opponents for as long a period of time as possible. If one of the children catches you, the game is over. This is one tough mini-game! But if you're lucky enough to stay away from them for more than 100 seconds, you'll receive the Efreest summon item. If you stay away for more than 20 seconds, you'll get a Melange Gel. And if you have the disappointing number to reach more than 50 seconds, you'll be awarded a Miracle Gel.



▲ Frustrating, but addictive—just think of the satisfaction you'll get by proving this young punk wrong in tag.



▲ *Tales of Destiny* has more than its share of strange creatures just waiting to pounce on your party in battle.

Stahn's Uncle Bob

Though not entirely the most important sub-event in the game, you'll definitely want to revisit Armeida sometime during the second half of the game, but before you reach Belcrant. When you visit the town, you should stumble across Stahn's Uncle Bob wandering around near the entrances. Talk to him and he'll tell you that his family is worried about Stahn and offers you either money or Lens. If you choose money, he'll give you 10 G. If you choose Lens, he'll give you 10 Lens. If you choose more of what he gave you, Uncle Bob will get peeved at your greed. While this doesn't seem too significant, when you revisit Lienea a little later, you'll run into Bob again, inside Aunt Maggie's house. Talk to him and he'll give you a Warrior Symbol depending on how you answered his previous questions. If you managed to get him mad earlier on, then he'll still be upset with you and refuse to give you the W. Symbol. But if you simply took some Lens or Gald, he'll gladly hand over the accessory!



▲ Stahn's Uncle Bob is generous guy if you know when to stop asking for more Gald and Lens. Don't be greedy.

The Hidden Hut

There's yet another hidden hut located on the coast to the east of Lienea. Use the Draconis to land on the small green strip along the coastline and walk across one of the small forest areas there. You'll enter a unnamed hut packed with people. Talk to each and every one of them to learn about all sorts of stuff about *Tales of Destiny*. They'll provide you with hints about various secrets in the game, as well as tips on game-play. The most important thing to do in the Hidden Hut is to pick up the Valkyrie summon item that's sitting in a chest near the left hand stone pillar inside the hut.

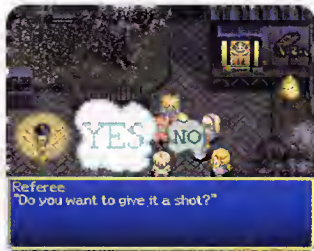
► Want to hear a bunch of tidbits about the various secrets in *Tales of Destiny*? Then, highlight it to the hidden hut.



Neustadt Races

In the town of Neustadt, find the small group of children hanging out in the park near the Soffy Kream stand. If you talk to one of the kids, he'll challenge you to a race against the fastest kid in town. You must do two laps around the town, following the arrows. If you beat the kid, you'll get a choice of three different prizes. Once you've won three times and chosen each of the prizes, you won't be able to race again. You can choose from either an M. Rouge, Red Sage, or the Elven Cloak.

Once you're able to access the Aethersphere, the race will change and you can now reenter the race for new prizes. But be warned... the kid is faster! The three items you'll be able to choose from if you manage to win are Elxir, C. Bottle, or Gnome. Once you've received all the goodies, the race will officially be over.



▲ In Neustadt, find the group of children in the park and they'll challenge you to a race.

Secret Option

Once you've neared the end of the Dycroft Maze, you'll reach a Save Point before fighting Kronos. Make sure to use the opportunity and save your game. Make sure that the next time you load up *Tales of Destiny*, you insert your memory card with the last save on it. Now when the Start Menu pops up on the screen, enter the sound menu to find that a new option at the bottom left of the screen has now appeared! Well, this will be more of a bonus if you actually understand Japanese, since the option enables you to listen to over 200 conversation tracks from the Japanese version of *Tales of Destiny*.



▲ If you want to listen to each of the separate voice tracks make sure to save your game before you fight Kronos.

Well Done Soldier

COMMAND & CONQUER RED ALERT RETALIATION

• Two sides to play - experience adrenaline-pumping strategy action on 2 separate CDs - Allies or Soviets.

• 84 solo missions, plus over 100 multiplayer battle maps.

• Forbidden weapons including: devastating Tesla Tanks, base-busting M.A.D. Tanks, explosive Demolition Trucks and electrifying Shock Troopers!

• Four theaters of war per side, complete with 19 all-new full-motion video briefings.

• Play Skirmish Made against the AI or play a friend with the Link Cable for the PlayStation® game console.

• Command your forces with the Game Controller or Mouse for the PlayStation® game console.



Now Available

at Retailers Everywhere or Call 1-800-874-4607

Westwood
STUDIO
www.westwood.com

Command & Conquer is a registered trademark of, and Command & Conquer: Red Alert Retaliation and Westwood Studios are trademarks of, Westwood Studios, Inc. ©1998 Westwood Studios. Retaliation and PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.

the tower of druaga

During the game you may pick up some rumors from townsfolk of a hidden massive tower. They aren't lying. If you manage to pick up three important rods throughout the latter half of the game and you return to the abandoned temple near Janos, you'll find a complete reenactment of Namco's classic *Tower of Druaga*!

You'll need three magical rods from the Legend of Shtar. You can find them in the following areas:

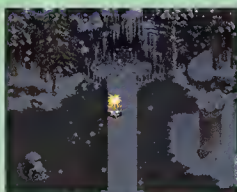
RC Rod: Found in a treasure chest in the Swardian R&D Lab.

GC Rod: Found in a treasure chest in the Cloudius maze before you fight Baruk.

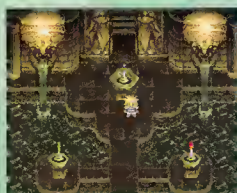
BC Rod: Found as the Old Cane in Walt's tall bedroom dresser in Hamrentz. You can only get it after he gives you the Lens for the Multiplex Cannon in Seinegald. Use an R. Bottle on the Old Cane to turn it into the BC Rod.

Once you gather all of the rods, take them to the central room in the temple where you saved Rutee with Mary. Examine each of the three stone pedestals along the path and Stahn will set down each of the rods. A door will then open in the north wall that leads to the Tower of Druaga!

You must follow some simple requirements inside the Tower. It isn't necessary to pick up each and every treasure available on each floor, but you must pick up each of the magic rods (BC Rod, GC Rod, RC Rod) in order to summon and destroy Druaga on the 59th floor. There are requirements for receiving each of the treasures, so make sure to read and follow the "rules" for each floor. The locations of the Gate, Key, and Treasure Chest are randomly generated for every floor, but on certain maps, you are required to touch or break walls (by pressing the circle button) in specific locations on the maze map. It may be confusing at first, but after so many floors of the tower you'll get the hang of it.



▲ Return to this snowy temple to uncover one of the biggest secrets in *Tales of Destiny*... the Tower of Druaga mini-game!



▲ After you place all three magical rods in their proper pedestals, a door will open.

LEVEL 9 Map



The first time you make it through the Tower, you'll be able to pick up specific items, but if you're compelled to try the Tower a second time, some items will change. Refer to the items labeled "second item" to distinguish between the two.

Keep in mind that there is absolutely no save point or resting area at any point within the Tower of Druaga, so it's common sense to completely stock up and have high enough levels to survive a serious beating! Some very vicious creatures are also lurking in the tower that are quick to cast spells or immune to certain elemental attacks. Make sure you have some powerful, non-elemental weapons in your inventory. The following are the different enemies' physical descriptions on the maze map to help you distinguish between them.

Spell Casters:

Appear on the map as robed male figures in vari-

ous colors. They can teleport around the maze and have projectile attacks, be it beams or flame shots that can knock down walls. Beware of these attacks, as they will cause damage if they make contact. Mages are purple, Druids are white, Sorcerers are green, and Wizards are orange.

Knights:

Appear on the map as actual miniature knights in differently colored armor. Hyper Knights are yellow, Mirror Knights are light blue, Blue Knights are blue (duh!), Red Knights are red, and Black Knights are black.

Quox:

Quox appear as miniature dragons that are slow on the map, but they will track you down if you get too close to them. They'll also break walls in their pursuit of Stahn. If you enter a fight with one, take care to equip non-elemental weapons or you're toast.

Ghosts:

Appear very similar to spell casters, but are completely cloaked with black faces. They also have projectile attacks on the map and teleport all over the maze. Their coloring is identical to their corresponding "living" counterparts and possess the same qualities, except for the light purple ghost, who is a Druid Ghost, and the white ghost, a W. Ghost.



▲ Each of the 60 floors is a maze with randomly generated gate and key locations.

FLOOR	REQUIREMENT	TREASURE
1	None	W. Boots
2	Kill two Black Slimes	Dash Ring
3	Don't grab key, kill Blue Knight, then kill Green Slime	Life Bottle
4	Hit Circle at gate without grabbing key	P. Charm
5	Kill two wizards without getting hit by their beams	Long Sword
6	Get hit by wizard beam	White Sword
7	Go up the entire right side of the maze, then the entire left side of the maze	Lantern
8	None	E. Bullet
9	Discard E. Bullet and new chest will appear	R. Doll
10	Second Item	Channeling
11	Get hit by mage's beam once from left, once from the right	Lavender
12	On both A and B (on map), break south wall	Dark Seal
13	Kill all Red Slimes before killing Black Knight	Warrior Sym.
14	Get hit by one Slime's beam, then kill it	Gauntlet
15	Wait for 10 seconds on the bottom row of maze	Strength
16	Second Item	Tech Ring
17	Kill a Mage on the "same square" as the staircase	Battle Suit
18	Hit the Circle at the gate, then kill all enemies in maze	Red Shield
19	Second Item	Moon Sword
20	Evoke enemies at the start for 30 seconds	Moonstone
21	Destroy Blue Knight first	Emerald
22	Walk from left side of room to the right	Tornado
23	Touch far left wall after killing Mirror Knight	Helifire
24	Kill all ghosts except ones with lanterns	R. Doll
25	Walk clockwise twice around the perimeter of maze	Dragon Sword
26	Beat Quox, get key, then open door	Thinking Cap
27	Open gate without fighting any enemies	Elkix
28	Wait 10 seconds, move, wait another 10 seconds without fighting	Resist Ring
29	Second Item	SW450450
30	Move to the top left corner and battle any enemy	Dark Seal
31	Kill a Wizard, Blue Slime, then Wizard (in order)	Thunder
32	Second Item	SP420470
33	Fight at the starting point	Blessing
34	NO TREASURE	
35	Grab Key and fight a Druid in 30 seconds	H. Gauntlet
36	Beat Hyper Knights and Quox, then get hit by Druid's fire	BattleKnuckle
37	Knock down any 10 walls	Ruby
38	Kill one Green Roper on "same square" as staircase	Elvin Cape
39	Touch the outer upper, right, bottom, and left walls in order	Combo Command
40	Fight three battles at the starting point	B. Talisman
41	Destroy all monsters except the Wizard	Mind Ring
42	Second Item	Joe Sword
43	Let the Quox break five walls	Demon's Arrow
44	Let Stahn's HP reach 1/10 of maximum and don't kill Quox	Blue Shield

- Second Item.....Ice Sword
Kill Ouox.....Wood Shield
34.....Kill Mirror Knight.....Sapphire
35.....Kill any two Ropers.....Topaz
36.....Kill four Sorcerers, avoid their beams.....P. Cape
Walk through Sorcerer's fire spell.....D. Bottle
37.....Open Gate without destroying walls, then break one.....Megalith Disc
38.....Kill two Will O' Wisps in a row.....GC Rod
39.....Break five walls in lower half of maze, then
break two walls in upper half of maze.....Silver Cape
Second Item.....SW490520
40.....Kill all enemies with Roper as last battle.....Demon's Seal
41.....Kill the Ouox.....Stone
42.....Kill a Red Will O' Wisp, get the Key, then kill another
Red Will O' Wisp.....Star Mace
43.....(In this order) Kill DY Slime, DG Slime, Blue Slime,
Red Slime, Black Slime, then Green Slime.....M. Symbol
(In this order) Kill Green Slime, Black Slime, Red Slime,
Blue Slime, DG Slime, then DY Slime.....D. Bottle
44.....(In this order) Kill Wizard, Sorcerer, Mage, then Druid.....M. Ribbon
45.....Don't open treasure chest, then (in this order)
Kill Lizardman, Hyper Knight, Mirror Knight,
Black Knight, Blue Knight, leaving the Red Knight
alive. A new chest will appear in a random location.
Open the new chest first, then open the first chest
to grab your prize.....Excaliber
46.....Pass all four corners of maze, return to the first corner.....Aqua Cape
Second Item.....SW500490
47.....Kill one Roper.....R. Foot
48.....Step on each corner of the maze for 10 full seconds.....RC Rod
49.....Press Circle at the Gate without getting the Key,
then kill a Wizard.....M. Rouge
50.....Touch the top, bottom, left and right hand
outer maze walls without engaging in battle.....Emerald
Second Item.....M. Symbol
51.....Set start point as center and split the maze into
top and bottom, then don't leave the half you
first step into for 30 seconds.....Volcano Disc
52.....Break every single vertical wall as quickly as possible
(or the enemies will break too many horizontal walls).....Gold Armor
Break any horizontal wall first.....Cloak
53.....Destroy wall from above point A, then
move onto point A.....Mercy Disc
54.....Increase Stahn's HP before leaving floor.....Moon Crystal
55.....NO TREASURE BOX
56.....Empty box (Just get the key and get out!)
57.....Don't get Key, then press Circle at the Gate to summon
the Fake Ishtar. Fight the Fake Ishtar, then kill
a Lizardman.....Berserker Bow
58.....Walk along the very middle row of the maze from
the top to the bottom, breaking all the walls in your
way. Then find and kill the Red Knight without
touching any other enemies.....BC Rod
59.....Kill the Hyper Knight, two Wizards, Ouox, then
Druaga (if you try to access the staircase before
fighting Druaga on this floor, you'll be warped
back to a earlier floor!).....None
60.....Talk to Ishtar, place the GC and RC Rods along the
top and bottom rows. Talk to Ki at the far left of
the middle row and put down the BC Rod.....Destroyer
Second Item.....Faerie Ring

► Stahn, the hero, not only wields the most powerful skills, but he's also the strongest fighter in battle. Use him well.



LEVEL 53 MAP



tales of destiny

walkthrough

On the Draconis

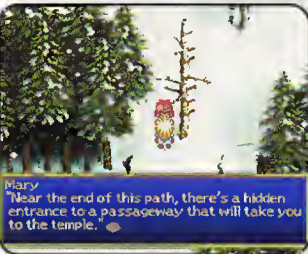
Stahn, a stowaway, is discovered in the Draconis Storeroom. The captain reprimands him, and as punishment he is forced to swab the deck. Once you gain control of Stahn, find Dymlos in the storeroom below. Return to deck and escape from the ship on the escape pod.

Garr

After "landing," Garr rescues Stahn and takes him to Alba's cabin. At Alba's request, go on a search for Chelsea, his granddaughter, in the back mountains. Chelsea can be found in the north-west dead end section of the back mountain forest. Find and escort her back to Alba's cabin. Leave the cabin and go to Janos in the southwest. You'll have to say goodbye to Garr for now. Talk with the man and two children in a room on the second floor of the inn at Janos. The man has lost his passport. Go to a Phandrian Border Station and ask a guard if a passport was found. Return to the inn and pass on the info about the lost passport's location.

Mary and Rutee

After exiting the inn, Stahn runs into Mary. Help her free Rutee from the temple at Mary's request. Access the temple where Rutee is trapped via a hidden passage in a forest east of Janos. You'll find the secret entrance in the upper left corner of the forest map at a dead end. After Rutee is rescued, you'll enter into a fierce battle with Seinegaldian soldiers. Once you defeat them, head back to Janos with Rutee and Mary. Stay at the Inn. Next, head to the village of Harmentz, located to the northwest of Janos.

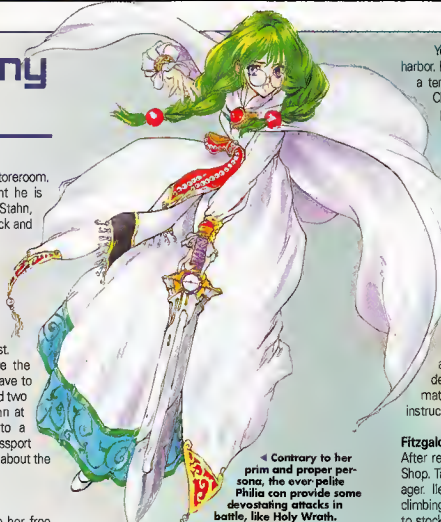


▲ Follow Mary's advice and you'll find a secret entrance at a dead end along the upper left path.

Leon

In Harmentz, you must return the Old Cane to a man named Walt. His mansion is located at the rear of the village. Give the Old Cane to Walt and he'll make a reservation for you to stay at the Inn. Head there and catch some fish. The next morning, Rutee will ask you where you'd like to head next. No matter which answer you choose, you'll automatically have to fight Seinegaldian troops when you exit the Inn.

After defeating the troops, you'll have to fight their leader, Leon. You pretty much have to lose the fight at this point, but if you win, the game will automatically end. After the battle ends, you'll be transported to Seinegald Castle as prisoners. Once you've been placed in a cell, check the middle of the cell to talk to Rutee. You'll then be taken to the throne room. The King of Seinegald will try to judge Stahn and company, but you are saved by Hugo Gilchrist's advice to the King. His advice is for Leon to investigate Straylize Temple along with Stahn and company, since they are Swardian users.



The Eye of Atamoni

Go to Hugo's Mansion and retrieve the party's Swardians. Stock up and head out. Straylize Temple is located at the northern corner of Seinegald, east past the small town of Armeida. Cross a bridge and then go through the Straylize Forest. Enter Straylize Temple. Destroy five shield stones (the monsters protecting them) to rescue Bishop Ayles, who is trapped in the Tower of Knowledge. The shield stones are scattered around the temple. Four are on the west side and one is to the east. The hidden room in the north church at the left rear of the west side is the Eye of Atamoni Room. In order to open the room's door, you must press the switches on the floor that are the same color as the door. There are two doors, but either door's color may be selected. Go with Ayles to the Eye of Atamoni room and Leon will undo the petrification spell on Phila. Learn from Phila that Archbishop Lydon stole the Eye of Atamoni. She'll ask to join the group to chase down Lydon.

Chasing Lydon

Return to Darlisheid. Ask around at the harbor to learn from a sailor that a large cargo passed through recently. Report your findings to the King and he'll grant you permission to travel to Calveise. During your voyage, the ship will have a run-in with a large Sea Dragon. Phila will insist that you hitch a ride on the Dragon. Get a leg up and climb onto the Sea Dragon, which takes Stahn and company to the Underwater City.

Phila will be guided through the sunken city to find Clemente, the fifth Swardian. Turns out Clemente was calling out to Phila to recruit her as his Swardian master. You'll need to find the pickaxe to open all the necessary doors in the maze. The pickaxe can be found in a treasure box inside one of the rooms. Once you have Clemente, return to the maze entrance and continue to Calveise.

Calveise Continent

Land at Cherk harbor. Meet Baruk at his office in the upper left corner of the city to discuss the theft of the Eye of Atamoni. Baruk mentions that a sailor at the harbor may know something. Head back to the harbor and talk to the sailors wandering there. One sailor mentions that a man named Jake worked on a job where he was required to handle a large piece of cargo. The Sailor also mentions that Jake can be found at the Inn. Proceed to the Inn and talk to the Bell Girl. She will tell you that Jake is at the weapon shop. At the weapon shop, the owner will tell you that Jake is at the harbor.

You'll finally track Jake to the upper right corner of the harbor. He mentions that the large cargo was transported to a temple in Kalvia. Head to Kalvia, located north of Cherk. Enter the temple at Kalvia and talk with a priest. Since the temple priests appear suspicious, the party decides to sneak into the temple at night. Phila remains behind at the temple to open the door from the inside. Take the rest of the party back to the Inn. Once the party checks in at the Inn, the scene will change to night time. When this happens, enter the temple from a back entrance along the left side.

Defeat the enemy in the temple's underground prison. An imprisoned priest mentions that he's seen Lydon visiting the temple. Go to the second floor and defeat the enemy at the entrance of the chapel at the right rear of the building. Proceed to the holding area for the Eye of Atamoni.

Once inside the room, you'll have to fight, but after defeating the enemy, Leon will ask for the next destination. Fitzgerald will be the next destination, no matter what is selected. Return to Cherk harbor and instruct the captain to sail to Fitzgerald.

Fitzgald

After reaching Fitzgerald's Neustadt harbor, go to the Lens Shop. Talk about hunting pirates with Ilene, the branch manager. Ilene's house is located in a mansion accessed by climbing the stairs to the left of the Lens Shop. Make sure to stock up before you even think of pirate hunting! When you're ready, let Ilene know and you'll set sail. Your objective during the hunt is to defeat the boss of each of the three pirate ships. After battling through all three ships, you'll be allowed to board Batista's boat.

You must use a Warp Zone to access Batista's room. The Warp Zone is a cylindrical device in a room where there are no enemies. Batista's tough, so make sure you're nice and healed before stepping into the Warp Zone.



▲ You'll have to battle through three boats in order to finally reach Batista. Make sure to stock up on the Mackerel you receive from the pirates, as well.

Once you defeat Batista, return to the Fitzgerald harbor. Batista's interrogation (and gleefully satisfying torture) will begin at the Rembrandt Mansion. During this time, Ilene will ask Stahn on a date. During the date, Stahn will fight Bruser Kheng at the Arena. Don't worry if you're not buff enough to out tough Bruser, though. The outcome of the battle has no effect on the actual events in the game.

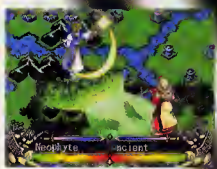
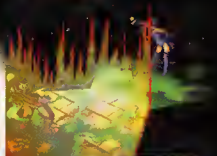
Meanwhile, Leon purposefully allows Batista to escape. The group's investigation uncovers that Batista is headed to Aquevel. Talk to Ilene at the harbor and ask her to take your party to Aquevel.

Aquevel

Stahn and the gang will be dropped off near the eastern coast of Sheeden in Aquevel. Swim ashore and enter Sheeden. Talk to the old woman near the south entrance of Sheeden and inquire about Batista. Talk to a sailor at Sheeden harbor and ask for a ship going to Moreau. The Sailor will refuse your request. Next talk to the old man at the edge of the harbor and he'll mention that a cavern to the south leads to MOREAU. The cave south of SHEEDEN will



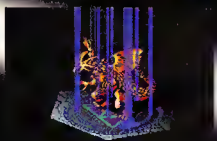
Choose your Master Monster Summon your



Hordes of monsters will be created by your own twisted hand in the new Master of Monsters: Disciples of Gaia™. Tired of saving the earth from aliens and think you can create a better opponent. Well, here's your chance, tough guy. Combining monsters to form new ones is just one of the many new features in this enhanced Genesis classic coming to the PlayStation® game console. The Master of Monsters addiction is back to keep you up all night.

Featuring:

- Over 200 unique attacks, items, and weapons for you to kick butt
- Save monsters for 2-4 player battles
- Engaging environment and evolving storyline
- New enchanted magics to serve in your quest to save the world



For more information:
www.asciient.com
Customer Service:
650-780-0166

"A unique multi-player turn-based strategy game"



©1998 ASCII Entertainment, Inc. ©1998 TOSHIBA EMI ©1998 SystemSoft Co. All rights reserved. ASCII Entertainment, Master of Monsters, Disciples of Gaia, and the Master of Monsters: Disciples of Gaia logo are trademarks of ASCII Entertainment Software, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The rating icon is a trademark of the International Digital Software Association. All other brand and product names are trademarks and registered trademarks of their respective holders.



▲ Stahn's date with Irene will allow you to fight against Bruiser in the Arena. Don't worry if you lose, since it won't affect any events in the game.

be inaccessible to you unless you speak to the townspeople in this order: Old Woman, Sailor, Old Man. Stock up and head south to the cave. Make your way through the cavern and fight the Orgus Queen waiting for you at the exit. Defeat the Queen and head toward Moreau.

Moreau

Once you enter Moreau, locate a scuffle in the eastern part of the town. A child about to be killed must be saved and Stahn will enter an automatic battle to protect him. You are saved near a boat mooring by a strange-looking young man named Karyl. He will join your party. If you've done your homework in Sheeden, you should realize that Karyl is in fact the son of Sheeden's town leader!

For now, the castle must be infiltrated, so attempt to enter from the front. Karyl will caution the party away from the attack and redirects you to a boat mooring at the western edge of Moreau. Have Karyl use the rowboat to take everyone to Moreau Castle.

Moreau Castle Information

There are three floors within Moreau Castle, but before you do anything, stop by Lianna's room to heal up. You can return here anytime when you're getting low on HP.

You must solve two different types of puzzles within the castle: water puzzles and a sound puzzle. The water puzzles involve water-powered generators that manipulate the flow of water within the small canals and allow you access to items/obstacles within the canals. You'll need to dry out the canals in order to move the square wooden blocks (recognizable by the directional arrows on them) to use as bridges for crossing the upper wooden walkways. You'll also need to turn the water back on after you've positioned the blocks correctly, in order to open some of the "electric" doors. You'll have to go back and forth between the two types of puzzles throughout the maze.

The sound puzzle requires you to step on floor panels in the correct sequence. A audio hint provides the correct floor panel sequence. Accordingly, the correct floor panel stepping sequence is (from left to right): 1, B, 2, 7, 3, 6, 4, 5.

Solving the puzzle will open a door. Pick up the Valve inside, which is necessary to solve the puzzle on the next floor. Use the valve to close the water gates and create the bridges on the path to Batista. Batista is waiting above. Find and defeat him to rescue Fayte. You'll automatically rest at the Inn, then head to Terazzi using Fayte's boat.

Terazzi

During your "peaceful" voyage, your party will be attacked by the Kraken. You must defeat it to continue onto Terazzi. Once you've arrived, talk to the sailor at the harbor to get on a row boat.

To enter the Terazzi Castle, you must first enter a building containing the switch to a water gate.

Terazzi Boat Navigation

▲ Press +, +, +, +, + to go to the Water Gate Building. Trip the switch.

- Press +, +, +, +, + to go to Terazzi Castle.
- Press +, +, +, +, + to return to the harbor.

Once you've activated the water switch you can enter Terazzi Castle. Your objective is simple: infiltrate the castle and defeat King Theobius.

Terazzi Castle

When you first enter, you can pay the guard inside for really abstract clues or just to get past him. Behind him is a room where you can pay to rest. If you're packing a lot of Gold, feel free to take advantage of the services offered.

You'll have to contend with two puzzles while making your way through the castle:

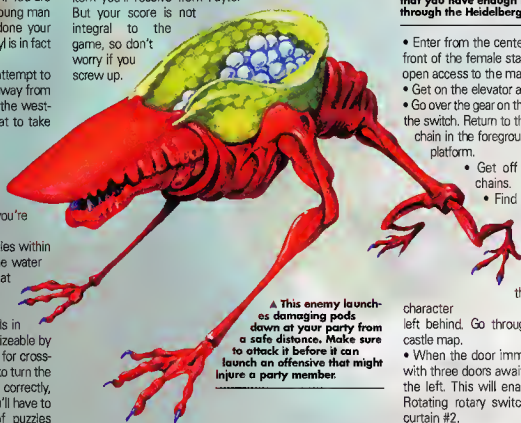
1. Stop the flow of water in waterways, and drop a potted plant through a large opening from an upper floor to trigger a switch far below.
2. Go through 12 doors in a Zodiacal calendar sequence. This means: Capricorn (Goat), Aquarius (Water Jugs), Pisces (Fish), Aries (Ram), Taurus (Bull), Gemini (Twins), Cancer (Crab), Leo (Lion), Virgo (Woman), Libra (Scales), Scorpio (Scorpion), Sagittarius (Bow and Arrow)

After witnessing Lydon's escape on a flying dragon, return to the dungeon. Head to FROSTHEIM on Fayte's boat.

Return to Phandaria

While heading to Frostheim you will play a *Galaxian*-type mini-game. The better your performance, the better the item you'll receive from Fayte.

But your score is not integral to the game, so don't worry if you screw up.



▲ This enemy launches damaging pods down at your party from a safe distance. Make sure to attack it before it can launch an offensive that might injure a party member.

Upon arriving in Frostheim, make sure to stock up on Fur Capes for everyone in your party. If you do not equip them on each member, you'll notice that their HP will decrease immediately. Next, exit the town and enter Tilso forest to the west. Rescue Garr, who is under attack by soldiers. He'll join your party. Garr mentions that Lydon is in Heidelberg. Stahn decides to infiltrate Heidelberg Castle from the back via the Frozen River (north of Frostheim). Use the S. Ring to destroy ice blocks or to light torches. Make your way through to Heidelberg.

Once in town, approach the castle and Mary will recognize the town's leader, Dalls. After some confusion, Stahn, Rutee, and Mary will be locked up in a prison cell. Mary is taken by Dalls, and the remaining two are rescued by Leon, of all people. From the prison, head to the second floor to run into Mary and Dalls. Mary will reveal all of her forgotten memories of the past shortly before you begin a battle with Dalls.

After defeating Dalls, make sure to grab his sword from the desk before you jump off the roof of the building. Next, head inside the underground passageway. Mary will leave the party, but you'll get a chance to rest up and save.

Heidelberg Castle

The following are some of the sticking points of the maze. Make sure to equip the S. Ring during some of the puzzles, as it's an important tool for solving them.

- A hidden door will appear when you re-light two extinguished lights with the S. Ring. The torches are on the floor where Stahn and the others appear after escaping from their prison cell.
- After going through the hidden door, you will enter a room with many torch stands. Lighting the extinguished torches will unlock a door.



▲ The S. Ring uses Lens everytime it is shot, so make sure that you have enough Lens stored up to get you entirely through the Heidelberg Castle.

- Enter from the center door. Move the statue "on fire" in front of the female statue. This will open a curtain that will open access to the map with gears.
- Get on the elevator at the end of the hall on the right.
- Go over the gear on the left and go up on the chain to trigger the switch. Return to the previous location, and go up on the chain in the foreground. This provides access to a moving platform.

- Get off the platform and then climb two chains.
- Find the elevator switch lever. Leave a party member behind and head back to where the elevator is located.

- After going up on the Elevator, a horizontal platform is frozen. Use the S. Ring to defrost it. Retrieve the

character that was left behind. Go through the very top door to go to the castle map.

- When the door immediately in front is opened, a room with three doors awaits. Defrost the chain in the room on the left. This will enable you to rotate rotary switch #1. Rotating rotary switch #2 in the right room will open curtain #2.
- Return to the first room, and then leave from the lower left exit. A rotary switch will be there. Turning this switch will open curtain #1.
- Return to the room with three doors and open the center door. Both curtains have been opened. This enables passage to Lydon's room.

The time has come to destroy Lydon once and for all! After he's history, Leon will equip a special disc on each of the Swordsmen in order to prevent the Eye of Atamoni from overloading. Stahn and the others will proceed to Seinelgald on the newly reclaimed Draconis. Stahn will relinquish Dymlos to comply with King of Seinelgald's request.

A New Beginning

After a brief but deceiving intermission, Stahn will awaken in Liene. His sister Liith then asks him to go purchase a fish.

You can handle Liith's request in a variety of ways, but whatever the outcome, Stahn will sleep at the end of the sequence:

1. Stahn fails to get a fish. Liith will tell Stahn that his dinner menu will be limited.

2. Stahn gives Liith a fish from the village pond. Liith repurchases Stahn and tells him to return it.
3. Stahn buys a Sun Fish at Neustadt. Liith questions whether the fish is edible.
4. Stahn goes to Neustadt and buys some whale. Liith tells him that a whale is not a fish.

Recruiting Members

The next morning, Phila arrives and informs Stahn that the King of Seinegald needs their help. Go to Neustadt harbor and you may choose whether to seek Garr or Rutee first. If Rutee is selected, ask Captain to go to Cresta first. Go to Cresta via Darlsheid and add Rutee to your party. If Garr is selected first, ask the Captain to add Garr to your party. Go to Heidelberg via Frostheim and add Garr to your party. If you select "No preference," Phila will choose to add Garr to the party. The following characters can't be recruited until after you have obtained the Horn at Radriol, but once you do, feel free to pick them up at these locations:

- Chelsea can be picked up from Heidelberg Castle.
- Karyi can be picked up from Moreau Town Square.
- You can add Bruiser to your party by beating him at the Neustadt Arena.
- Mary can be recruited only after meeting certain requirements (refer to "Recruiting Mary/Saving Dais" in the Secrets Section).

When Garr and Rutee are added to the party, head to Darlsheid to see the King.



▲ Always look for the extinguished torches along the walls and pillars of the Heidelberg maze. Lighting them with the S. Ring will reveal new paths.

Seinegald

The King tells you that the Eye of Atamoni has been stolen once again. Hugo and Leon have disappeared at the same time. Stahn is told to investigate their whereabouts at Hugo's Mansion.

At Hugo's mansion, search his bedroom. After the words LIBRA IV are discovered in a book on Hugo's desk, ask the bearded Oberon Corporation manager about LIBRA IV. The words refer to a code name given to an Oberon Corp. Secret Factory north of Cresta. Stahn reports to the King of Seinegald the news that Hugo and the others are at the Secret Factory north of Cresta. Ask a Captain at the harbor to take the party to the Secret Factory.

Oberon Corp. Secret Factory

In order to make your way through the factory, you'll need to collect a few ID cards:

- Enter the door to the left after entering the first door in the factory. Go up, right, down, and through a door located to the lower right. Fight the Oberon Corp. employee there to grab an ID Card Blue.
- Next, approach the door on the right (from the beginning of the maze) and activate a switch. Return to the lobby and exit through the left rear door. Get on the conveyor belt.
- After arriving in a room with two conveyor belts, get on the belt moving south. Use the ID Card Blue on the door with a blue-colored card insertion slot.

- Defeat the Oberon Corp. employee in the room accessed via the door to the rear. This will enable you to get the clue "I" in the password means "metal."
- Return to the lobby and enter the door to the left. Exiting from the door to the rear right will take you to a room with a monitor. (Monitor #1 hint: V = Blue; Monitor #2 hint: X = Green)
- Head south in the monitor room and go right. Another monitor will be there. Select "Metallic Blue" as the password.
- A door to the north will open. Head through the door and fight the Oberon Corp. Employee to get ID Card Red.
- Walk south and insert ID Card Red into the slot at the dead end to the right.
- Defeat another Oberon Corp. Employee in a room behind the door and descend to the undersea cave via an elevator.

Time to descend into the Undersea Caves. You'll have to battle Leon near the exit of the cave. After the battle, you will be flushed out of the factory by a flood. Stahn will board the Draconis to escape.

As your party recovers from the event, you'll witness the birth of the Aethersphere Belcant, an ancient Aetherian weapon, will be automatically fired, hitting one of the continents.

An attempt to approach Dyrsoft aboard the Draconis will fail. You will crash land in Darlsheid. Your mission now is to find a way to ascend to the Aethersphere. Talk to a Captain at the Darlsheid harbor and sail to the Demon's Reef as instructed by the Swordians. Now it's time to revisit the Underwater City.

Radriol and the Aethersphere

Inside Radriol, make your way to the room where Clemente was kept. You'll meet Commander Raiker, who fought in the Aeth'el Wars. He gives your party two separate tasks: 1. Find an assistant for him; 2. Fetch the Boot Disc. Stahn will receive the Horn to summon Bernardo, the sea dragon, from any harbor. You must first find the assistant.

You'll have three choices as to who to retrieve for Raiker. Any of the following will do:

- The Junk Hunter located near the right side of Trash Mountain's entrance in Junkland.
- The Elite Priest found on the fifth floor of the Tower of Knowledge.
- A researcher at Otto's Lab in Darlsheid.

Once you've found one, take him to Raiker. You'll now be able to proceed to the hidden temple in order to find the Boot Disc. The hidden temple is located in a bay to the west of LIENEA. It is only accessible by sea, so take Bernardo for a spin.

Inside the hidden temple, you must choose different Swordian masters to guard different doors. Once you've reclaimed the Boot Disc, return to Radriol and it will rise to the surface of the Aethersphere. Radriol is now located next to the Aeropolis Ignasea.

Ignasea

According to Raiker, there is supposed to be a Warp Gate in Ignasea that enables direct access to Dyrsoft. Unfortunately, it's been broken! You must make your way to the broken warp gate anyway in order to trigger upcoming events. From Level 3, go down on the elevator to the upper right. From Level 2, go down on the elevator to the lower right. Walking down the path will take you to the broken Warp Gate room.

Return to Raiker and report your situation to him. He'll suggest finding the Sky Cruiser located in Mikheil by walking across the Aethersphere. You must use the Warp Gate in Ignasea to reach Mikheil by going through Josia first. To reach the functioning Warp Gate inside Ignasea, follow the instructions below:

- Level 3: Go right at the dead end. Go from the Warp Zone to the area with multiple levels.
- Level 3: Go down using the elevator to the upper right.
- Level 2: Go to the Warp Zone on the left side center.
- Level 2: Use the stairs found along the way and go to Level

- 3. Go from the Warp Zone to the area with multiple levels.
- Level 3: Go down using the elevator to the upper center.
- Level 2: Go down using an elevator on the way.
- Level 1: Go from the Warp Zone to the Warp Gate Room. Change all the warp plates to Red and step into the shaft of light. You'll now be transported to Josia.

Aeropolis Hints

- Josia: Retrieving all the egg-like objects activates the elevators.
- Mikheil: Colored, linked floors move. There is a door that opens based on a spring-loaded mechanism.
- Deimos: Find three mice in the darkness and obtain three keys after each battle. Use these keys to light up the area.
- Cloudius: Install four orbs by solving the riddles written on stone.
- Rodion: Explosives may be used to destroy enemies by detonating them with S. Ring.



▲ Look deep into this Poyo Bird's eye and you'll get a glimpse into one of the darkest, most dangerous souls to ever inhabit a role-playing animal... Or not.

- Helraios: Flame-thrower traps ensures loss of HP.

Colors in the Warp Gate

- Yellow: Deimos
- Purple: Ignasea
- Green: Rodion
- Red: Josia

Mikheil

To reach the Mikheil Sky Cruiser, you've got to survive Mikheil first. This isn't easy, but follow these directions:

- Use the yellow plate on the left to cross to the opposite side. Return temporarily by getting on the red plate on the center. Get on the yellow plate on the right to cross over to the other side again. A red plate is to the left. Get on this plate. After crossing this area, go to the multilevel area from the Warp Zone.
- Go to Level 2 using an ascending elevator. Use the warp



▲ Equipping the Tricycle makes traveling the Aethersphere much easier and less taxing on your inventory.

to the lower left to reach the plate map. Use the yellow plate to cross and activate Switch D.

- Go back to the multilevel area. Use the warp above the down elevator to reach the plate map. Activate Switch C. Use the red plate to cross to the other side. Get on the yellow plate and use the warp to return to the multilevel area.
- Go up to Level 3 using the ascending elevator on the way. Use the Warp Zone to the lower right to go to the plate map. Proceeding toward the right will lead to the "plate puzzle."

1. Activate the green switch. Get on the green plate. Activate the red switch in the upper right corner of the screen.

2. Go down on the purple plate. Get on the purple plate on the left.

3. Get on the steel plate, and then get on the red plate to move up (don't get on the aqua-colored plate).

4. After moving left on the blue plate, get on the aqua plate located to the left side of the screen in order to move right (don't get on the yellow plate).

5. Go downward on the yellow plate.

6. Get on the uncolored plate on the left side to go downward.

7. Move downwards using the white plate, and hop on the white plate on the right side.

8. Ride on the top uncolored plate and then change over to a blue plate to get to the next warp. Use it to go to the multilevel area.

- Go to Level 4 using the ascending elevator. Use a warp to reach the plate map. Cross over to the other side by getting on a steel (uncolored) plate. Head down the path to the right and activate Switch H. Head to the left and activate Switch G. Backtrack and move to the left side on the white plate. There will be a warp along the way.

- Continue to level 5. A movable block is in this area—use it to jam the spring-loaded switch to open the door. Without the block, the door will close too quickly to get through in time. Rembrandt is waiting behind the door.

As soon as you start fighting Rembrandt, it's useful to heal your party members with miracle gels, if you have them. Believe me, you'll need them. After defeating Marian, allow him to escape on the escape pod. Get on the Sky Cruiser. However, the Mirror Shield and the Guardian Draconis still block the way. You are still unable to reach Dycroft.

Speak with Raker and his assistant again to learn that you must disable both the Guardian Draconis and the Mirror Shield by going through different warp towers on the Aeropolis. It doesn't matter which one you accomplish first, but in order to get to Cloudius, you must go through Deimos. And to get to Helraios, you must go through Rodeon.



• Make sure to ask the Assistant about everything you need to know. Radisul won't be around forever, so get the information you need right away.

Deimos

Once you warp from Ignasea to Deimos, find the passageway that is configured like a cross. Head south and you'll enter a room with three mice in it. "Capture" or "catch" one of the mice and a battle will ensue. When you win the fight, you'll receive either an Iron, Gold or Bronze Key. Capture and fight each of the three mice to grab all keys and

return to the cross-like passageway. Head north and use the keys to activate the electricity. Now, return to the room with the mice and continue south to the lower right. If you continue south, you'll be able to exit Deimos.

Cloudius

Head across the Aethersphere to Cloudius, the garden maze. Your objective is to destroy the Guardian Draconis and to locate Baruk. Along the way, you'll pick up obscure hints written on stone blocks that provide clues for an upcoming puzzle. When you reach the fourth level of the maze, use the warp zone on the lower left to teleport to a new room. You'll receive the following hint: "Saturn stands between the Fire Spirit and the Goddess." Now,

go to the small room to the south and the GC Rod is for, refer to the *Tower of Druga* section in the Secrets Guide.

If you travel up one more floor, you'll arrive in a planetarium of sorts with a clock-like cross and four different ob-looking spheres lying about the room. First, head up the stairs and push the clear orb through the hole on the left side. Return to the first floor and place the Moon on the south marker, Saturn (you must move the unbroken clear orb over the ring) on the east marker, and the Sun on the north marker. Shoot the Sun with the Sorcerer's Ring and sunlight will bathe the room. The large tree in the room along the multi-tiered section of the maze is also cleared for you as well. Problem solved!

After the sunlight is shown, you can access Baruk's room from the Level 5 warp zone to the upper right. He'll be ready to fight you, so make sure to heal up before you enter. Once he's defeated, return to Ignasea or head straight to Rodeon.

Rodeon

From any warp in any of the Aeropolis towers, you must travel to Rodeon. The only real trick to getting around the warps is to fight, fight, fight. From the top level, warp down to level three by using the warp to the upper left. On level three, head down to level one by using the lower left warp. On level one, you must warp up to level two by using the teleport to the upper left. Once on level two, head back up to level four by using the warp to the lower left. Last, but not least, you can exit the maze altogether by using the warp to the upper left.

Helraios

In Helraios, your objective is to revive Ignenos in order to deactivate the Mirror Shield. But before you can do anything, you must find Ilene. Find the room with three doors and enter the one on the left. Head to the right in the next room that's filled with flame throwers and you'll enter a conveyor belt area. Hop on the belt to take you to yet another room with three doors. Through the center door, you'll encounter a mini-boss to defeat. Grab the ID card from the chest in the room and return to the first room with three doors.

Use the card on the center door and proceed until you find the main terminal to enter your password. There are a

couple of interesting password combos, but plug in "F-A-T-E" to unlock the remaining door leading to Ilene. Unfortunately, you'll have to battle Ilene. Once you defeat her, you'll enter a long scene with the party repairing Ignenos and Stahn lamenting the loss of Ilene. The Aethersphere will also transform further, covering up even more sky from the citizens far below.

Belcrant

Hop into the Sky Cruiser parked outside of Josaia. You'll deactivate the Mirror Shield and take off for Belcrant! Once inside the maze, you'll discover that it's fairly straightforward. Just keep using the warps to reach the next level until you reach Hugo, himself.

You'll have to fight and defeat Hugo at the top of the maze, but after he's toast, the real enemy appears. Kronos is the mastermind behind it all, controlling Hugo to carry out his long-dead plans for the resurrection of the Aetherian race. Kronos then blasts Stahn and his friends off of the Aethersphere and into the sea.

Fortunately, Fayte rescues the crew and returns them to Seinegald to see the King. You learn that Radisul has been taken over by the enemy and Raker's assistant is injured and unconscious.

Invasion!

You'll learn from the King that monsters have begun to invade various towns on the continent, as well. You must now go and deal with them. Visit one of the following towns: Harmentid, Armeida, or Cresta and help the Seinegaldian Guards fighting there. After you meet and fight monsters in one of the towns, a messenger will arrive to inform you that the Assistant has regained consciousness. Return to Darlsheid to speak with the King.

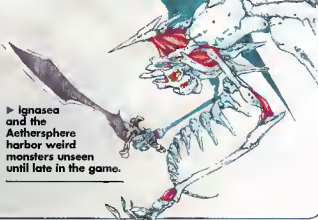


A Helraios is packed with flame-thrower traps that will cause your party HP damage if you're hit. Use your S. Ring to activate the flame throwers.

The King instructs you to go to the War Room. You are given a lecture and given two separate tasks: 1. Go to the Swardian R&D Lab north of Armeida; 2. Find the biometal Belselium in Junkland's Trash Mountain. It doesn't matter which task you complete first.

Swordian R&D Lab

The Swardian R&D Lab is located to the north of Armeida. Find the cave opening there and enter. This maze is fairly straightforward, but you'll need to have the S. Ring equipped to solve

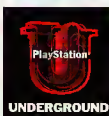


• Ignasea and the Aethersphere harbor weird monsters unseen until late in the game.

IMAGINE WINNING THE ULTIMATE BONUS LEVEL

WELL, THIS IS EVEN BETTER! In celebration of two rockin' years of the *PlayStation® Underground™*, we've decided to let gamers cash in on some major prizes! The one-and-only **GRAND PRIZE is 2,000 bucks** – yep, that's **\$2,000 in cold hard cash!** Twenty of you will score **FIRST PRIZE** and get a **Dual Shock™ Analog Controller**. And another twenty will get a **PlayStation® game** for **SECOND PRIZE**. Not too shabby, huh?!

ENTER BY JANUARY 31, 1999



Enter The PlayStation® Underground™ 2-Year Anniversary Sweepstakes And Win Big!

Fill out this card and send it in. Hey, if you don't score anything from the sweeps, you'll still be a member of the *PlayStation® Underground*, an exclusive club for *PlayStation®* owners! And you can get your hands on members-only **offers**, insider **news** straight from Sony Computer Entertainment America and **more!**

Do you own a *PlayStation®* game console? ☐ Yes ☐ No (Please print clearly.)

Name

Address

City State/Province Zip/Postal Code

Country Phone ()

E-mail Date of Birth

Sex ☐ Male ☐ Female Form ID 0037

MM/DD/YY

What type(s) of games do you like best?

- | | | |
|-------------------------------------|--------------------------------------|----------------------------------|
| ☐ Sports | ☐ Fighting | ☐ RPG |
| ☐ Driving | ☐ Action/Adv. | ☐ Shooter |
| ☐ Flight Sim | ☐ Strategy | |



No purchase necessary. Entries must be received by 1/31/99. One Grand Prize winner will receive a Dual Shock™ Analog Controller; and 20 Second Prize winners will receive a PlayStation® game. Winners determined by a random drawing, to be held on or about 2/15/99, of all valid entries received by SCEA, whose decisions are final. Odds depend on number of entries received. Promotion open to U.S. residents only. For Official Rules, see our website at www.playstation.com/2year or send a S.A.S.E. to the address below. Void where prohibited or restricted by law. Sony Computer Entertainment logo is a registered trademark of Sony Corporation. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Underground™ ©1998 Sony Computer Entertainment America, Inc.

ENTER TO WIN. NOW! Grab a pen, an envelope and a stamp and mail this to: **P.O. Box 1029, Belmont, CA 94002-1029**
or register online at **www.playstation.com/2year**



A This small dragon can be found in the Neuestadt Arena. You'll have to fight him in order to face the last monster, the Wyvern. Keep him cornered and don't let him counter.

certain simple puzzles. When you reach the heart of the laboratory, you'll have to arrange a set of lasers to converge into a large machine in the back of the room.

Don't touch any of them until you read the following directions! With the rows from front to back, number one through four, and the columns listed one through five, respectively, use the coordinates below to move each of the laser lenses. Based on these coordinates (row, column), the following locations must be moved: (1, 3), (1, 4), (2, 5), (3, 3), (3, 4). When you've moved the appropriate laser lenses, activate the large laser machine near the entrance of the room to complete the puzzle and power up your Swordsman.

Trash Mountain

The Belsellum to repair the Draconis can be found in Trash Mountain at Junkland on Calveuse. Speak with the guard at the entrance to Trash Mountain and he'll eventually let you in. There are a lot of goodies to be had inside the cave, but be careful of the gas clouds. They'll knock off a good amount of HP everytime you touch them! (Note: If you purchase the item called Neutralizer from the town store, it will protect you from damage from the gas clouds.) Also, note the walls inside the cave. You'll notice that you can knock down weakened areas by pressing the Circle button. To reach the Belsellum, follow these directions:

- At the first fork, take a right. Break a wall to the very right and enter the hole in the wall. Continuing on that path will take you to a rope ladder. Go down the rope ladder.
- You must go down two rope ladders. The Belsellum is on lower level 2.
- Two locations have a hole in the ground. Find and move a yellow rock nearby to plug the hole. Continue on to pick up the Belsellum (it looks like a small silver pyramid at a dead end part of the lower level) and exit the maze.

Hand over the Belsellum to a repair worker next to the Draconis. You'll then be instructed to speak with the King. Return to the castle at Darlsheld.

Retrieving the Three Lens

The King will inform you that there is still not enough Lens power to activate the Multiplexed Lens Cannon. He asks that you retrieve the Lens from each of the following three villages: Arneida, Hammentz and Cresta. You may retrieve the Lens from each town in any order, but you must talk to the leader of each town in order to receive the Lens.

- **Cresta:** The Mayor of Cresta will take a little chiding from his wife until he tells you that the Lens is lost near the orphanage. Talk to the nun inside the orphanage for more info. Head inside the Storage Shed just outside the orphanage and search the center of the floor. You'll find the Lens there.
- **Hammentz:** Talk to o' Walt. He'll strongarm you for all your money in exchange for the Lens. Agree to give your Gold to him and exit the mansion. Before you can, Walt will have a change of heart and return your money. Don't forget to get the Old Cane from Walt's dresser.
- **Arneida:** The village chief is sitting in the War Room in the Darlsheld castle. He'll tell you that a thief ran off to the Straylize Forest with their village Lens. Head to the Straylize Forest and find the Sacred Text stone monument. Fight the thug standing next to it and you'll receive Arneida's Lens.

Once you have all three Lens, hand them over to Lewein in the courtyard of the castle in Darlsheld. Speak with the King and you'll automatically reset at the Inn.

A long scene will ensue and the Cannon will be fired up into the Aethersphere. The attack is nullified, but Raiker asks Stahn to use the Cannon on Radsird. The plan works!

Stahn is informed that the Draconis is available for use. Take Draconis to Dycroft. (Note: Talk with the Assistant in the courtyard. Depending on which Assistant you picked for Raiker, they will cough up an item for Stahn to use. The Junk Hunter will hand over the St. Rapier sword; the priest will give you a Blue Talisman; and the lab assistant will offer you a Grow Fruit.)

Dycroft

Once you arrive at Dycroft, your objective is to find four broken "Fragments" to complete the Delis Emblem. This item disables the force field and allows you to continue through Dycroft. Using the mirror warps throughout the maze will eventually enable you to collect three "Fragments." The final "Fragment" is located in one of the prison cells near a teleport trap destination. In addition, you will be separated from your party by this teleport trap, so all of them must be found before you can continue.

Once you've disabled the force field trap, find the room filled with mirrors. Break the mirror in the second column from the left and two rows up from the bottom. You should find a hidden staircase behind it.

The Crystal Mirror Maze

Stahn will be trapped in a Crystal Mirror Maze. No real monsters or enemies are in this area, but you will have to fight a clone of Stahn if he happens to walk too closely in front of a mirror. (Note: You can use the stone coffins to block the mirrors from reflecting Stahn.) In order for him to escape, you'll need to locate a large crystal at the top of a flight of stairs. Once you've found it, use your Circle button to destroy it. Now find the room with a large mirror in it and you'll be able to contact Rutee and the other party members who are trapped on the other side.



A Make sure to have the S. Ring equipped to get around the Swordian cave. You'll need to shoot a few targets with it to form bridges to cross the lava.

Your objective is to locate and position the seven colored crystals scattered around the maze. Rutee will give you a clue as to how each of the colored crystals must be positioned. You'll need to position the crystals in accordance with the chart below:

White: West
Purple: South
Yellow: North

Blue: Up
Green: East

Red: East
Light Blue: West

Certain rooms will have hexagonal warps on the floor that will teleport you outside the room if you touch them. The only way to deactivate the warps is to use the bar switch with red and yellow balls at its ends to turn the light on or off. The trap area is darkened if the light is turned off, but you will not be teleported outside of the room as a result.

You can communicate with Rutee and the others from one area. Go south at approximately the midway point



A Amongst the many monsters you'll have to face throughout the game, the Abominable Snowman can only be found whilst wandering the plains of Phondoria. Take him down with a fire spell and you'll be able to toast marshmallows over his hide.



A Once you leave Trash Mountain you won't be able to reenter, so make sure to explore every nook!

of the path that takes you to the room with the yellow crystal. After the positions of the crystals are changed, come back to this area and step on the hexagonal plate. You'll then join your friends on the other side of the mirror.

The Finale

Find and step on the floor switch in the far south section of the maze. This will supply power to the remaining section of the maze. Use the mirror warps to locate and activate all the "crystal"-like switches. The last switch you activate should make a wall disappear and be replaced with a save point and a path leading to the final boss room. Make sure to save your game here. If you don't, you will not open the TALK feature in the Sound Test menu screen. Once you've saved your game, it's time to save the world. No spoilers here, so just heal up and prepare to face your destiny.



WANT THE CODE?

Introducing Video Game Xploder™—the ultimate video game enhancer for PlayStation™ and N64™



See everything you've been looking for. Hidden levels. Special vehicles and weapons. Infinite health. Video Game Xploder comes pre-loaded with thousands of codes for your favorite games. Forget about entering

dozens of codes—our exclusive MegaCodes make it quick and easy to enter even the most complicated cheats. Plus, you'll never run out of room—no video game enhancer has more memory than Xploder. Get new codes from your favorite magazines, our hotline or our website. And with our exclusive XLink software*, you can create codes and save your best games right off your memory card onto your PC for back-up or e-mail. Oh, and about those bathing suit codes? We're working on them.

www.xgeargames.com



GEAR FOR GAMERS™



*XLINK Software requires XLINK cable, sold separately. ©1998 USA BLAZE Xploder is a trademark of USA Blaze.

Sony is a trademark of Sony, Inc. Playstation is a trademark of Sony Computer Entertainment America. Nintendo 64 is a trademark of Nintendo of America Inc. This product is not sponsored, endorsed or approved by Sony or Nintendo.

**FOR THE MOST PLAYSTATION NEWS, THE MOST
IN-DEPTH WALK-THROUGHS AND STRATEGIES,
AND THE MOST COMPLETE LISTING OF CODES
IN EXISTENCE FOR PLAYSTATION GAMES,**

THERE'S ONLY ONE NUMBER YOU NEED TO CALL...

1-900-772-4PSM

GET PLAYSTATION NEWS

**as it happens from PSM's
very own Blake Fischer!**



**NOW FEATURING
WALK-THROUGHS FOR:**

**Tales of Destiny
Metal Gear Solid
Parasite Eve
Xeno Gears
Crash 3**

CALL NOW!

Get the best walk-throughs for:
**Tomba * Tenchu * Breath of Fire III
Final Fantasy Tactics * Riven
Resident Evil 2 * Tomb Raider 2**

COMING SOON:

**Tomb Raider 3
Twisted Metal 3
Abe's Exodus**

YOU CAN ACCESS

THE CODE JUNKIE'S BIBLE

**for every code ever created for
PlayStation games. If you don't
find the code here, it probably
doesn't exist!**

1-900-772-4PSM
776

CALLS COST \$1.49/MINUTE.



**Calls average 3 minutes in length. If you're under 18 of age,
please get your parents' permission to call.**

Brought to you by PSM: 100% Independent PlayStation Magazine.

CODE JUNKIES

your complete monthly source for all the newest and coolest playstation cheats

Face it—you're a Code Junkie. You need every new PlayStation cheat and password, and you want 'em now. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

code fix of the month

TOCA

All the Codes

This extremely difficult driving simulation has much more to offer when you have the codes. They truly add a lot to the title's replay value and make for some fresh experiences, like accessing the hidden tank or enabling Go-Kart mode. You enter the codes where you name your driver, and you can enter more than one code at a time. The announcer will say "Cheat code enabled."

After entering the desired codes, enter your name as normal to start the race.



Enter the codes into the name entry screen you encounter before starting a race.

Access All Tracks: **JHAMMO**
Lock Tracks Back Up: **CMLOCK**
Obtain TOCA Showdown, Mirrored Championship: **PATSCREEN**
Disable Collision Detection: **CMNOHITS**
Staring Sky Mode: **CMSTARS**
Cartoon Background: **CMTOON**
Helicopter View: **CMCOPTER**
Bonus Tank: **CMGARAGE**
Go-Kart Mode: **CMCHUN**
Low Gravity: **CMGRAV**
Reverse Falling Rain: **CMRAINUP**
Fast Mode: **XBOOSTME**
Micro Machines Mode: **CMCRICO**
Multicolored Fog: **CMDISCO**

Every month there's usually at least one code in Code Junkies that totally blows open a game or increases the fun factor of a title to another level. Each and every month, we pull-out those exceptional codes and cheat gems and award them with the dubious honor of Code Fix Of The Month. Look here for the hottest of the hot codes for the best games each month.



The cartoon background gives a whole new look to a game that has a very realistic edge.



You can shoot projectiles and blast opponents from the road by pressing the horn.



The Go-Kart mode is extremely fun and actually makes things a bit easier because of the perspective.



This top down (Micro Machines) view is not as easy to use as it is in the game the code takes its name from.



Enter the passwords on this tic-tac-toe grid. The missions will appear and be available to play.

Wargames

Level Passwords

If you get stuck on a particular level you can use the following passwords to skip to the next, or even to go straight to the end of the game. Choose Options from

the Main Menu, then go to Select Mission. Rotate the levels around until you get to the one you want, then press X to enter the Passgrid screen. Enter the level passwords at this screen.

Norad Missions

Level 2, Czech Republic: **OXO OXX OXO**
Level 3, Russian Urals: **XXO XXX XOX**
Level 4, Cairo, Egypt: **OSX OOT OXS**
Level 5, Cambodia: **TXO OXX STO**
Level 6, Swiss Alps: **S00 SOX XOX**
Level 7, Libya: **SXX XOS OXS**
Level 8, Channel Islands: **OOX SST SSO**
Level 9, Grenadines: **SSO TOT TXT**
Level 10, Louisiana Bayou: **XTO S00 OXS**
Level 11, China, Near Beijing: **OST XST TTS**
Level 12, Saudi Arabia: **TSO OTO XTS**
Level 13, Arctic Circle: **SST STS TXT**

Level 14, New York City: **XXO TXT SXS**
Level 15, Omaha Desert: **OSO XSX TOX**

W.O.R.R. Missions

Level 2, Florida Keys: **OXO OXO XXO**
Level 3, Irian Jaya: **STX TXO SXT**
Level 4, New England: **XTO XXO OOT**
Level 5, Russia: **OOS SOX TXX**
Level 6, Brussels: **XOX TTS OXT**
Level 7, South Africa: **TTX XSS XXO**
Level 8, Hong Kong: **SXO TXS SOT**
Level 9, Mexico: **SOT TXO XXO**
Level 10, Bering Strait: **XOS TOX SXT**
Level 11, Kremlin: **SOX TST S00**
Level 12, Polynesia: **SOT XSO XSO**
Level 13, Congo: **XOS SSX OXO**
Level 14, Washington D.C.: **OTO OTS XTS**
Level 15, Tokyo: **TST OXS OOS**

Motorhead All the Codes

This high-speed racer has a ton of codes, and we think we've got them all. You enter most of them at an actual code screen reached through the options menu. Once a code is entered, you will get a



▲ It was apparent right from the start that there had to be some codes for the game, considering it comes with its own "code entry" screen.

"code accepted!" message or some other scrolling message that details what you've opened. You can enter more than one code at a time for a variety of wacky results. You can also open several hidden Easter Eggs by doing certain things on the various tracks. You should note that high scores will not be recorded if any cheats are enabled—such is the price for cheating!

Motion Blur (very trippy trails): **softhead**
Micro Machines mode: **supercar**
Division 2 Cars and Tracks: **covraces**
Division 1 and 2 Cars and Tracks: **fratigue**
Nobly Hills Track + Division 1 and 2 Cars and Tracks: **turbomom**
Final Track, Last Car and All Other Tracks and Cars: **lastcode**
Alternate Demo: **insanity**
Disable Cheats: **nocheats**

Alternate Credits

So this code may not be that big of a deal, but whatever—it's a code. To see the credits that appear during the demo sequence, go to the Credits screen and press and hold L1 + L2 + R1 + R2 + □ + ○.

Bonus Credits Message

Another silly code—this one lets you see a hidden message from the developer that basically asks for your input on the game's memory card management system. Uh, OK. Whatever.

Other Secrets

You open the following secrets by performing a certain task. When an Easter Egg is opened, a message will scroll across the screen. The Easter Egg may be instantly activated, or you may have to quit the current race and start a new one before it will work; simply follow the on-screen instructions. Every track except for Okkunspeedway will give up an Easter Egg.

Nightmare Creatures Blurry Screen

This code gives the entire game psychedelic trails carried over from the normal character death effect. It makes the game a very trippy experience to say the least, and is worth pulling this game out for another spin.

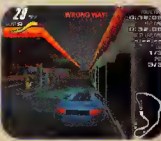
Before entering the blurry screen code, you must first enable Cheat Mode. At the Password screen, enter +, X, □, +, +, □, +. Now you're ready for the blurry cheat. While on the



▲ Once you've opened the Cheat Menu you will be able to enable infinitely everything, play as a monster, and choose your starting level.

Goldbridge Easter Egg: Tinted Smoke

To get crazy psychedelic disco smoke whenever you skid, first you have to find the gas station. Now drive around the pumps three times backwards at top speed.



▲ Driving around the pumps is a little tough since you can't see where you are going, but at least there is no time limit.

Red Rock Easter Egg: Turbo Car

If you thought things were already fast, then try opening this insane Easter Egg that will give your car incredible speed. Immediately at the start of the race, turn around and drive in the reverse direction. You will come to a long straightaway that ends (in the reversed direction you're going) in a dead end. Make it to this dead end and drive backwards from it at top reverse speed within 30 seconds to open the turbo mode.

▲ Just drive down this dead end and within 30 seconds of the start and cross into the wall. When you put the car in reverse you will activate the message.

Neocity Easter Egg: Development Team

To see a picture of the guys who made the game, first find the long hill that leads to the movie theater and disco. Now simply drive into the first house on the left.



▲ The long hill is on the opposite side of the track from the starting line.

Atlantika Easter Egg: Bouncing Cars

This one is a bit tough to get at first, but follow the directions and you should get it. First order of business is to find the Atlantika Central Station. Across the street you should see a small space or alley between the two buildings. Back into this spot and drive



▲ You have to back into this spot, and from here jump over to the right side of the building across the street.

from there to the left back corner on the right side of the Atlantika Central Station. Activating this Easter Egg after you have earned it requires you to restart the race.

Ruhrstadt Easter Egg: Jeep-Like Cars

This basically gives you jacked up cars with large tires. We've seen this type of mode in many other racers, and like the others it will affect how your car handles. First find the Black Lotus Club and park your car directly in front of the front door. Wait around 15 seconds until a message scrolls across the screen letting you know you were successful. Restart the race to see the result.



▲ Just park right here in front of the doors to the Black Lotus club until a message scrolls across the screen.

Olympus Easter Egg: Third View

The game has two legitimate views, first-person and behind-the-car. This Easter Egg ups the total to three, but unfortunately it is completely unusable because it is basically the replay camera. To activate the view, find the small piers on the right in the water. You can drive onto one of them from a certain place. Do so and park for around ten seconds until you get the message saying that you did it. You switch to the third view the way you normally change views.



▲ Pull onto the small pier through the narrow opening in the retaining wall and simply wait for a message to scroll.

Nobly Hills Easter Egg: Lunar Gravity

Another popular hidden mode with racers is low gravity, where cars take way more air than they should in the real world. At the start of the race, turn right and speed off towards the left-most garage door with the Digital Illusions sign above it. The tough part is getting enough speed; you will also have to negotiate a jump to get there.



▲ Hitting the left-most door requires you to get a little air.

cheat menu, press L1, L2, L2, L1, L2, L1, SELECT. Now check it out!

▲ This is how the world looks to Nook on Monday morning.



Change the Music

It's not as exciting as the blurry screen code, but this code lets you swap the music from different levels.

► Highlight Current Track of the Options screen and press + or - to change the music.



First enter the Cheat Mode code, then while in the Cheat Menu press L1, L1, L1, L1, R1, R1, SELECT. Now pause the game during gameplay and go to the Options screen. You will find a new option title called Current Track. Highlight it and press + or - to change the music.

Jersey Devil

Unfinit Extra Lives

It's hard to say whether this little trick was actually planned out or if it is just a glitch. Regardless, it will allow you to build up your extra lives to an insane amount (given enough time). At the very beginning of the game, find the fountain. On top of the water spout you'll get an extra life power-up. Now pause the game and check your status. Return to the game and another extra life will be at the top of the fountain. Repeat this over and over until you are satisfied with the amount of extra lives you have.



On this trick of the fountain over and over to get completely stocked up on lives for the adventure ahead.

Reboot

All the Codes

A while back we brought you the code to play as Enzo. Since then, we've accumulated what appears to be the rest of the codes for the game. Enter the following at the Main Menu, and start a game to tell if they worked. Only one code works at a time.

Flying Mode: *, *, *, *, *, *, R2, L1, *, *, *

Max Ammo: *, L1, *, *, *, *, R1, L2, *, *, *

Free Shield with Glitch: *, R1, *, *, *, *, L2, R2, *, *, *

Full Glitch Energy: *, L1, *, *, *, *, L1, R1, *, *, *

Play as Dot: *, R1, *, *, *, *, R2, L1, *, *, *

Play as Enzo: *, *, *, *, *, *, L1, R1, *, *, *



The flying code turns the jump button into a thrust button that launches you into the air. You can continue to rise by holding the jump button until the ground below completely disappears!

WWF Warzone

The Real Codes

Thanks to Doug Perry, editor of PSM Online, we can bring you all of the correct codes for *WWF Warzone*. A ton of bogus ones are going around—you may have already tried a few. To remedy this matter, Doug went straight to Acclaim and had every one of these confirmed.

Cheat Menu

(Basement)

When the elevator is ascending, press L1, then press R1 to descend to the basement. As you unlock the codes, they will appear in the Basement.



▲ This is the message you will get when you try to go to the basement without earning any Easter Eggs.

Beans Mode

To access the lovely Beans Mode, take the World Title with Mosh on medium difficulty level.

Bonus Characters: Trainer and Sue the Ring Girl (Non-Wrestlers)

To play as the Trainer, just enter the Training mode. To play as Sue the Ring Girl, take the World Title with either Owen Hart or Bret Hart on the medium difficulty level.

Ego Mode

To access Ego Mode, nab the World Title with Ahmad Johnson on the medium difficulty level. While on Ego mode, your head grows bigger as you cause more damage to your opponent.

Stone Cold Quick Change

To acquire any new Stone Cold outfit, beat the IC with Stone Cold Steve Austin. You will then open up two alternate outfits. Hold the designated shoulder

button while picking Stone Cold to get it.

► Here's Stone Cold in his alternate outfit... Nice briefs. He actually looks an awful lot like our own Doug Perry!



- R1: Extra Outfit 1 (Jeans and 3:16 Vest)
- R2: Extra Outfit 2 (Jeans and 3:16 Shirt)
- L1: Regular Outfit (Black Tights)
- L2: Alternate Outfit (Tights and 3:16 Vest)

Alternate Costumes

To use the wrestlers' alternate outfits, hold down L2 while making your character selection.

Female Wrestler

To create a female wrestler, complete Challenge Mode (in medium or hard difficulty) with Triple H or Shawn Michaels.

Goldust's Hidden Outfits

Make sure your difficulty is set on medium or hard. Choose Goldust and then win the WWF title in Challenge mode with him. You will unlock Goldust's two hidden outfits, MarilynDust and Dusty Dust.

All Meters Off

Beat The Challenge Mode with the Undertaker to turn off all meters.

Big Heads

Beat The Challenge Mode with British Bulldog or Rocky to open Big Head mode.

Play as Dude Love and Cactus Jack

Win The Challenge mode (on medium or hard) with Mankind to open up these two bonus characters.

tip lines

Need help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain any of these lines (other than our own), so we aren't responsible for the information available on them.

Stuck? Call PSM!

Check it out—PSM's new tip line is the only place you can access the Code Junkies' Bible in its entirety—every code for every PlayStation game created! If it's not here, it doesn't exist! PSM's tip line also has the most complete walkthroughs and strategies for the latest games. And it's updated every month!

Call 1-900-772-4PSM

If you're under 18 years of age, please get your parents' permission before calling. Calls are \$1.49 per minute.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(900) 225-5436
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 686-4468
Lucas Arts	(900) 740-JEDI
Maxis	(510) 933-5630
Microprose	(900) 773-HINT
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psychosis	(900) 976-4468
Ready Soft	(905) 475-4801
SCOA	(900) 933-7669
Sierra	(900) 730-5593
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THO	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

game shark codes

▶ You must have a Game Shark to use these codes.

BATMAN AND ROBIN

Extra Health.....8009df640000
8009df680000
8009df6c0000
800d7180064
Infinite Power.....800cf50c0168

N2O

Infinite Lives P1.....8011b35d0103
Infinite Lives P2.....8011b36c0103

NBA SHOOT OUT '98

Infinite Creation Points.....8015bbbc0000
8001057a0064

NCAA FOOTBALL '99

Away Team Score 0.....80084f340000
Away Team Score 99.....80084f340063
Home Team Score 0.....80082d040000
Home Team Score 99.....80082d040063

VR BASEBALL '99

Away Team Scores 0.....8007990c0000
Away Team Scores 50.....8007990c0032
Home Team Scores 0.....800799080000
Home Team Scores 50.....800799080032

WARGAMES

Infinite Time.....800a97802100
Infinite Ammo.....800efac0064
800efb3c0064
800efc4c0064
800efa3c0064
Infinite Armor.....800ef9d41400
800efb341400
800efbe41400
800efa841400

All Levels (NORAD).....800aa8140101
800aa8160101
800aa8180101
800aa81a0101
800aa81c0101
800aa81e0101
800aa820101

All Levels (WOPR).....800aa8440101
800aa8460101
800aa8480101
800aa84a0101
800aa84c0101
800aa84e0101
800aa8500101

WWF WARZONE

P1 Invulnerable.....800d69340000
800d6980000
800d69ca0000
800d6c7400f0

P2 Invulnerable.....800f69580000
800f69ac0000
800f69de0000
800f6c990000

Extra Characters.....8007a0f03fff
8007a0f21000
8007a0f43fff
8007a0f62000

Cardinal Syn
Correction!

Here is the perfect example of how a game can get delayed at the last minute and screw up everybody's plans. We released some codes to access all of *Cardinal Syn*'s characters a couple of issues ago (Issue 13, Sept. 1998). They worked on the reviewable copy of the game that would have been out at the same time as the codes, but as luck would have it Sony decided to delay the game for some reworking. Now the codes have changed! Well, these are the correct ones, and to make it up to you we've managed to get the bosses as well as the rest of the codes. Here ya go!

Unlock Characters

Enter all the codes on the title screen where "Press Start" appears. You will hear a sound when entered correctly. The new characters will then be available on the character select screen.



▶ This is the screen where you enter the codes. A sound will confirm correct code entry.



▶ After entering any of the extra character codes, the characters will appear on the player select screen in any order.

Kahn: +, △, +, ○, +, □
Stygan: +, ○, +, +, △, +
Redemptor: □, ○, +, □, +, △
Juni: ○, △, +, +, +, +
Mongwan: +, +, □, +, ○, △
Vodu: △, +, +, △, +, ○
Bimorpha: □, △, +, +, ○, ○

Moloch: +, +, +, +, +, +
Syn: R1, +, R2, □, R1, +, R1, R2, R2, ○
Kron: L2, L2, +, +, +, +, +, +, ○, L1



▶ Kron could be the most unbalanced character in the history of fighting games, and we are willing to bet that it will be the first one you try!

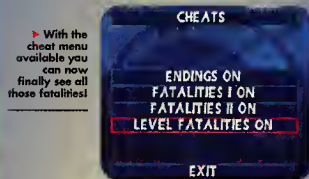
The Rest of the Codes

Like the hidden character codes, enter these at the title screen that reads "Press Start."

All Characters: L1, R2, R1, □, +, ○, +, L2, □, □, □, □, Dismember (allows dismembering during any match rather than final conflict): +, +, +, +, +, ○, ○, +, Magic Always (special magic move is always activated): +, +, +, +, △, +, +, □
Opening Movies: +, +, +, +, +, +, +, +, R1, ○, ○, L2
Ending Movies (shown in place of character's normal opening movie): △, +, +, +, △, △, R2, R1, L1, L2, △, △
New Syn Outfit: ○, ○, ○, L1, R1, ○, +
New Orion Outfit: R2, +, +, ○, □, R2
New Juni Outfit: +, □, +, L2, +, +, +
New Neptha Outfit: □, L1, ○, +, △, +, △

Mortal Kombat 4
The Hidden Cheat Menu

The hidden cheat menu lets you turn on all the endings, automatic fatalities, and level fatalities. This is the one you've been looking for, and it only takes a few steps!



First, start a two-player game. At the Kombat Kode screen, have player one enter 302 and player two enter 213. After the match begins, quit it and go to the Option screen. Highlight Versus Screen Enabled. Now hold Run + Block for at least 10 seconds until you hear a laugh and the cheat menu appears. Voila!



▶ At the Versus screen, player one enters 302 and player two enters 213. You can do this by yourself if you're coordinated.



ONE PART NASCAR®

ONE PART NASA.



"meterhead."



COMING SOON.

WWW.FOXINTERACTIVE.COM

available on windows® CD-ROM and PLAYSTATION® GAME CONSOLE.

©1998 Gramlin Interactive Ltd. Licensed from and developed by Gramlin Interactive Ltd. ©1998 Twentieth Century Fox Film Corporation, Inc. All Rights Reserved. "Twentieth Century Fox," "Fox" and their associated logos are the property of Twentieth Century Fox Film Corporation. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. NASCAR is a registered trademark of the National Association for Stock Car Auto Racing, Inc. and NASA is a trademark of the National Aeronautics and Space Administration. This product is not in any way associated with NASA or NASCAR.

LETTERS

welcome to the premier forum for PlayStation fans, where we dig into today's hottest issues



▲ Choo-choo! All aboard the PSM Express! We're headin' on down to Gameville and, and...Yeah, we're just a bunch of geeks.

Great magazine, PSM! I have some questions. What is your viewpoint on game soundtracks? I've noticed that some games, like *Tomb Raider 2*, allow you to listen to the entire soundtrack when played on a standard CD player, while others don't let you hear anything (*Resident Evil 1-2*). Is this strictly up to the individual publisher? I know that game soundtracks are big business in Japan (just visit any import store), but not here in the U.S. Why is this, do you think? It seems like there is a lot of money to be made with soundtracks—the music industry knows it.

Michael Wenger
Dallas, Texas



▲ Yeah Michael, we're big fans of game soundtracks, too. Our favorites are from *Parappa the Rapper* and *Tenchu*. Now if only game publishers would listen to us and bring 'em on over to the American market...

► **BLAKE:** I love game soundtracks and frequently am given strange looks when people notice the *Parappa*, *Tenchu*, and *Tempest X* music CDs in my car. Some games, like *Tomb Raider* or *Wipeout XL*, actually have their soundtracks on the disc in the standard CD format for music (called Redbook). This means that the game loads itself into RAM and is free to play the music off of the CD. The main problem with this format (and the reason a lot of developers don't use it) is that it uses up a lot of space. As for your question on game soundtrack discs, well, it's just not something that U.S. music publishers are very interested in yet. Look for them to be a bit more popular as more and more mainstream bands get involved (as in *Wipeout XL*) and soundtrack spin-offs can make money.

First of all, I want to tell you that PSM is the greatest PlayStation magazine in the world. My two favorite



sections are the fan art section and the PSM release schedule. Now to my question. I am a huge *Darkstalkers* fan and I can't wait to buy *Darkstalkers 3*. However, I have been told three different release dates for this game. The August issue of PSM said that it was supposed to be released in September. The September issue said that it was moved to October, and the PSM website said that it is to be released in the Spring of '99. Could you please tell me which release date is true?

Doug Copley
Alucard26@hotmail.com

► **STEVE:** Okay, there has been some confusion about the release date of *Darkstalkers 3* because Capcom was not really been sure when it was going to release the game. The latest info says that it should be out in the first quarter of 1999. The company has not really said why it delayed the release, so your guess is as good as ours. All we can do is hope that the people at Capcom change their minds and decide to release the game sooner than later. It's too bad, really, October would have been a great time to release it.

▲ Don't worry Doug, *Darkstalkers 3* should be out early next year.

(Continued on pg. 176)

(Continued on pg. 176)

Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite game, and your current fave games, and your age. Send it to PSM Link-Up, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or you can e-mail us at psm@imaginemedia.com.

► **Fernando Aguirre, age 19**
fernandoaguirre@hotmail.com
Carroll Springs, Texas 75834

PO Box 638

Favorite Games: RPG, Sports, Strategy, Sims

Favorite Games: *Resident Evil 1-2*, *FFVII*, *GoldenEye 3D*, *Call of Duty*, *Ace Combat II*, *Jane's 16*, *Tekken III*, *Castlevania: SOTN*, *Street Fighter*, *Puzzle Fighter*

Quote: "MUL-TIPASS"

► **Andy Cho, age 15**
kikim@earthlink.net
Kikim@earthlink.net
8010 N. Kester
Stoke, Texas 60076

Favorite Games: All

Favorite Games: *Resident Evil 2*, *Meta Slug* (import), and *Tenchu* (import)

Quote: PSM RULES!!!

► **Raven Kuntz, age 15**
kalam@earthlink.net
PoBox 112576
Anchorage, Alaska 99511

Favorite Games: Fighting, Driving, Shooter

Favorite Games: *Gran Turismo*, *Tekken 3*, *Resident Evil 2*, *Monster Rancher*, *Golden Eye* (SNK), *Soul Blade* (Edge), *Rally Cross*, *Parappa*

Quote: "Itchy, tasty..."—*Resident Evil* and "Cartman's mom's a hemaphrodite" — *South Park*

► **Austin Holt, age 14**
Thunderbolt@aol.com
Leighton, Pennsylvania

Favorite Games: Action, Adventure, Fighting, RPG

Favorite Games: *Dead or Alive*, *Resident Evil 1-2*, *FFVII*, *Gex*, *Enter the Gungeon*, *Tomb Raider 1-2*

Quote: "Z is ze part of game where I crush you like a bisk!"

PAUSE II

THIS MONTH'S TOPIC: 2-D: Dead as a Doornail

Like it or not, 2-D gaming is dead. Kaput. Over.

Even hardcore old-school fans like me have to face the facts, that no one is making 2-D games anymore. But why is this? I realize that 3-D games are still the newer, prettier "in-thing," and I enjoy them as much as anyone, but why can't we have both types of gameplay, 2-D and 3-D?

Some of you may disagree, but I believe that some styles of games just play better in 2-D. Take for example Konami's PlayStation masterpiece, *Castlevania: Symphony of the Night*. That game was absolutely brilliant. But have you seen the 3-D Nintendo 64 *Castlevania*? Usually, when developers turn an action game into 3-D,

the game loses the fast-paced "twitch" gameplay that made it so good. Now, that's not always the case, it just depends on the game. Some games do work much better in 3-D, especially when exploration is involved. It just comes back to my main point: why can't we have both styles?

"WHY CAN'T WE HAVE BOTH TYPES OF GAMEPLAY, 2-D AND 3-D?"

The saddest part of all this is the reason behind 2-D's untimely demise. It wasn't some evil corporate scheme that put 2-D under, instead, gamers were the ones who did the dirty work. We voted against 2-D with our game-buying dollars, or rather, our lack thereof. 2-D games just don't sell. Even the great ones, like *Castlevania: SoTn*, had disappointing sales. Why is that? Are we so blinded by the flashier 3-D graphics that we're completely unwilling to give other types of games a try?

Again, I'm not knocking 3-D, I just don't want us to close the book on 2-D so prematurely. There's lots of great stuff still to be done. Maybe I'm being a bit too pessimistic, but...What do you guys think? Is there any hope? Can you see any possible future for 2-D games? Or do you just think I'm an old-fashioned nutcase? No matter what your opinion is, write in and let me know what you think. As always, I'll take your most interesting responses and print them in this space (just please try to be brief, and be sure to include your name!).

► CHRIS SLATE

The thing that seems most important in RPGs is the options. The more options, the more distinct your character or your gaming experience is. For example, instead of saving the world, how about destroying the world, while someone tries to stop you? Characters are usually the hero, but if the player has an option to be evil, that would really be a role-playing game, where you're the one in charge. This reminds me of *Samurai Showdown IV*, when you get to choose Chivalry or Treachery. I do hope the genre evolves.

Kent Chau
DRKLIGHT@aol.com

I want to see an RPG with a storyline that changes depending on what you've accomplished in the game. I want to see an RPG where you can get different endings depending on which characters you have in your party and what enemies you have killed. I want to see an RPG where you actually get to choose what you want your character to ask or say. I know it can be done.

Childan Oun
StriderGenma@juno.com

Can conversations in a console RPG be free form and not a matter of picking the right choice from a menu of three or four sentences? I think so. By establishing a "subject" menu, places/people/tumors that you learn about can be dropped into the conversations with anyone else. And by including an "attitude" to the conversation, more depth can be added.

Jonathan Petersen
jonathan.petersen@spcorp.com

How come almost all RPGs take place in the past? I'm gettin' sick of all the all the games that take place in Medieval times. Why can't they make more games that take place in the future or present, like *Earthbound* and *Final Fantasy VII*?

Also, something RPGs need is a new battle style. On a lot of RPGs all you do is pick an attack and the computer does the rest. Why can't we execute the attack and control everything in it, like a fighting game? It would be nice to see an RPG with a *Tekken* style of fighting. It would not only be innovative, it would bring different gamers to the genre.

Kris Ramos
kr.s.t.u.f.f@juno.com

I think Chris is right. The whole purpose of a "role-playing" game is to play a role. If you are in that role, what would you do? Who would you fight? What routes will you take? Isn't that what the game's about? Let the players choose their OWN path, not some pre-determined one.

Also, what gets to me in modern RPGs is that they're all the same. Recruit a million people, go all around the world, kill the bad guy, get the chick, THE END. It's the same thing with 'em all, I don't care what anyone says. *Final Fantasy VII* at least had a few arcade-like segments, like the motorcycle battle. Where are all the arcade segments in other RPGs? And the graphics can be so primitive, too. Hopefully, *FFVIII* and *Xenogears* will be a little different. The genre definitely needs it.

S-Dog
barkoczy@yahoo.com

In order to play a role in a game, you have to be able to control your own destiny. Like if there was a way to have Aeris not die, but somehow Tifa does, depending on your path that you choose. *FFVII* has a great storyline, but once you've beaten it and decide to play again, you know what's going to happen. RPG games need a better replay value.

(no name given)
Blade8669@aol.com

► CHRIS: After reading over the tons of responses, I'm extremely excited about the future of RPGs. You guys have got some really cool ideas! I think the key to the future of the genre is finding new ways to immerse yourself in the role. Free-form conversation and character voices sound like the best (and most possible) ideas to me. Good job, gang!

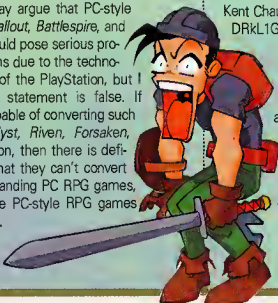
P

Ted Harper
TedH03@aol.com

PAUSE FEEDBACK: SEPT. RPGs Need to Evolve

Here are your responses to our Pause topic for issue 12 (August 1998). It's tough trimming down the tremendous amount of letters we receive, so we try to pick ones that take a slightly different angle to the subject. Now let's see what you had to say.

Since the PlayStation's introduction into market, developers have failed to keep pace with the PC RPG industry. Some may argue that PC-style RPG games like *Fallout*, *Battlespire*, and *Baldur's Gate* would pose serious programming problems due to the technological limitations of the PlayStation, but I truly believe this statement is false. If developers are capable of converting such PC games as *Myst*, *Riven*, *Forsaken*, *Quake II*, and so on, then there is definitely no reason that they can't convert some of the outstanding PC RPG games, or create exclusive PC-style RPG games for the PlayStation.



(Continued from pg. 174)



▲ Don't worry Oave, *Metal Gear Solid* comes packed with plenty of action.

Hi guys. Just a comment—I think the only thing N64 has over PlayStation is its four-player compatibility for most games. If Sony made more four-player games it could sell a lot of Multi Taps. It would make games much more enjoyable if more people could play at the same time. I know some games have this feature, but no really good ones are out right now.

I would love it if you could answer a few of my questions:

1. I know you don't have too much info on it, but do you think the U.S. version of *Brave Fencer Musashi* will be mostly a platform game? I'm hoping it will be more of an RPG. I think I would buy it just for the FFVIII demo anyway!

2. Do you know if *Metal Gear Solid* will be a long game? I hate it when a great game is made too short and you are left wanting way more. I found this with *Resident Evil 2*. Sure, I bought it the day it came out, and it was an awesome game until you beat it—which doesn't take long. After that there wasn't much replay value. Just wondering about MGS.

Dave Kaufman
ak002@chebucto.ns.ca

► **CHRIS:** From what I've seen, *Brave Fencer* appears to be equal parts action and RPG. The game rotates the formats, so you play one then the other over and over.

Metal Gear won't be as long as a big RPG, but it shouldn't take any less time to finish than most other types of games. Probably about 15 to 20 hours, depending on how fast you try to run through it.

As for more four-player PlayStation games, we don't know of many. Hopefully though, the recent price drop on the Multi Tap will inspire more compatible games.

Hey, groovy dudes at PSM. First, I'd just like to say that you put out the best PlayStation mag out there. Keep it up! I recently bought *Time Crisis*, and it came with a GunCon, \$44.99—a good deal, I thought. But, I've had some trouble finding games for it. I've beaten *Time Crisis* about four times, and I need something new. I can't find *Point Blank* anywhere in stores. Do you know of a good, reliable mail order company that I could get a copy from? Does *Elemental Gearbolt* support the GunCon? Do you know of



▲ You got your wish, James—*Elemental Gearbolt* does support the GunCon!

any other good GunCon games? Will the sequel to *Point Blank* come in the States? One last question... I feel a little dumb asking this, but what does otaku mean??

James Gillison
lgillison@yahoo.com

NOAH: I empathize with your plight, James. Few games use the GunCon, but in my opinion surely just about every lightgun game should incorporate a GunCon configuration. *Elemental Gearbolt* supports the GunCon and works well, so pick it up. As for *Point Blank*, it is a bit tough to find. I personally haven't really seen it around on the store shelves anywhere. You might try these online sites, though: www.therage.com and www.buyrfe1.com. If you find it, you might want to pick up another GunCon because the game is most fun in the two-player mode.

We may see *Time Crisis II* in mid-1999, but nothing has been announced about it or the sequel to *Point Blank* (already out in Japan).

To answer your last question, an otaku is basically the Japanese equivalent of an extreme fan. It is a person who is fanatically obsessed with something.

I have some questions concerning games and stuff that I wanted to ask:

1. Has Sony given any out any info on the PDA's uses? Can it be used as a memory card? Will games have special programing to use it? When will the PDA be on the market?

the coming battle

1. I know it's a long way off, but I'm thinking about buying Sega's new 128-bit Dreamcast system. I have been doing some research and it looks like it's going to be one cool machine. It doesn't look like much is known about the PlayStation 2, but do you think it will be able to compete with the Dreamcast?

2. Issue 13 (Sept. 98) had a sweepstakes on page 92 to win all of PSM's top 25 games. You said not to write any rowdy sex jokes or anything because you wouldn't be able to print it. In the front of the magazine though, it says "Nobody has to approve our pages before they're printed." Can you please explain why you can't print such things?

3. Also in issue 13, you had an introduction to the PSM shop. I think it would be a great idea if you could make all the previous PSM magazines available. It would also be cool if we could buy the PlayStation stickers and memory card stickers from all of the previous magazines separately.

Mike M
coolguy3000@hotmail.com

► **CHRIS:** I'll take care of your questions personally, Mike.

1. To tell you the truth, I'm excited about Dreamcast, too. How could any red-blooded gamer not be interested in cool new technology like that? But regardless of how well Sega does with its machine, I'm sure that Sony will step up and give us a machine that is at least on par with anything else on the market.

2. Just like radio and television, magazines can't print certain "adult" material, either. Some mags can get away with a little bit more depending on who they're aimed at, but since we also have some younger readers, we have to hold some stuff back. Otherwise, we'd get pulled from the stands, and neither of us would want that!

3. Hey man, you must have read our minds!

WHO WILL FIGHT ME? SHOW YOURSELF!

Illustration: Robert Oe Jesus

► **Robbie McKay, age 13**
mckayr@earthlink.net
Favorite Games: Everything
Favorite Games: *Resident Evil 1-2*, *Tomb Raider 1-2*, *Conan Wars*, *Mistral Metal 1-2*, *Final Fantasy VII*, *Wipeout III*, *Tekken trilogy*
Quote: Playstation and PSM rule!

► **Michael Sanchez**
22928 Springdale Way
Moreno Valley, California 92557
Favorite Games: *Fighting*, *Adv-Horror*
Favorite Games: *Tekken III*, *Resident Evil III*, *Conan Wars*, *Wipeout III*, *Metal Gear*
Quote: Charles F. Brown looks like Robin Williams with no beard!

► **Andrew Whitt, age 28**
AtomoD@ge@aol.com
17047 Alwood St.
West Covina, California 91792
Favorite Games: *Sports*, *Action/Adv.*, *RPG*
Favorite Games: *FFVII*, *Willa Arms*, *GameBreaker '98*, *Tomb Raider II*
Quote: I've got game—Do you?

► **Renton Bailey McShuppe, age 17**
mcshepp@earthlink.com
Boston, Massachusetts
Favorite Games: *RPG*, *Fighting*, *Action/Adv.*
Favorite Games: *Breath of Fire III*, *Bloody Road*, *Tekken 3*, all Capcom fighters (2D and 3D), *Resident Evil 1-2* and *DC*, *Metal Gear Solid*, and *Brave Fencer Musashi*
Quote: Solid Snake is back to kick some serious terrorist ass!

► **Nicolas Joyner, age 15**
Feller@earthlink.com
Central HI, Virginia

Favorite Games: *Resident Evil III*, *Tekken 3*, *Gran Turismo*, *Vigilante 2*, *FFVII*, *TR2*, *RE2*
Quote: "Oh, my god! A diffi! PlayStation... III! RPGs... III! 16th birthday!!! Noooo!!! I don't get to play *Final Fantasy VIII*!"

► **Alexander Bang, age 13**
funkycab@a.safanet.com
Favorite Games: *FFVII*, *TR2*, *RE2*
Favorite Games: *FFVII*, *TR2*, *Tomb Raider 1-2*, *Duke*, *Res Evil 2*, *MK3V*, *Suikoden*, *DOA*, *Tekken 2*
Quote: some stuff is red and grapes are not blue... and babba

In A World Enslaved By Ghosts Of The Past,
Twisted Egos Bend To The Whims Of Insanity,
Unleashing All That Is Forbidden.

Contest Co-sponsors:

**ELECTRONIC™
GAMING™
MONTHLY**

WIN
\$10,000*

Unique R/G/Shooting Hybrid Environment!
Fully GunCon and Hyper-Blaster Compatible!

幻世虚構 精霊機導弾
ELEMENTAL GEARBOLT™
Magic Technology

Annihilation

GunCon
FOR USE WITH
THE NAMCO GUNCON

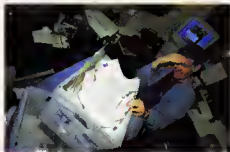
WORKING DESIGNS™

Our games go to 11!™



*Prizes can be obtained at our web site at <http://www.workingdesigns.com>, or by sending a SASE to Elemental Gearbolt Contest, Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Complete details are also available inside every game package.

PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. "ELEMENTAL GEARBOLT" is a trademark of Sony Computer Entertainment Inc. Original Game © Sony Computer Entertainment Inc. 1997. This game is published by Working Designs under license from Sony Computer Entertainment Inc. English Translation © Working Designs 1998. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. Shooters make better lovers! Web Address: <http://www.workingdesigns.com> For a dealer near you, call (530) 243-3417. "Electronic Gaming Monthly" is a trademark of Ziff Davis Inc.



▲ **BLAKE:** "I am the answer king! Goo-goo-kachoo! Let me at those letters!"

2. How many discs will *FFVII* be? Has Square commented on how many different characters there will be throughout the game for your party? When exactly will it come out in the U.S?

3. How many e-mails and letters do you all get before it's time to choose one for the next mag? How do you choose which will go in?

4. Have you ever heard of anybody trying to supe up a PlayStation? Making it 32-speed instead of 2-speed? I doubt it's possible, but some people where I live are trying it.

Chip Marshall
Gogg866@aol.com

BLAKE: Another one of them question months! Bring it on—I can take it!!!

1. Sony has been unusually tight-lipped about the uses for the PDA, it can be used as a normal memory card, though, and games will be able to use it for special mini-games. One rumor that has been going around is that *Final Fantasy VIII* will allow you to trade and breed the Guardian Forces you find in the game with your friends via the PDA. Expect to hear a bit more after it gains some momentum in Japan this winter and gets closer to a U.S. date next spring.

2. I've heard that *FFVIII* will be four CDs, but at this point nobody knows for certain. We also don't really know how many characters are in the game, but we know it has at least four. The game should be out in the U.S. sometime next fall.

3. We get a lot of letters each month. In fact, we get buckets of letters each week. Every week or so we sort through the mail end then we pick

the best ones to print.

4. I actually thought about undertaking a project of this sort, but after a bit of research found it to be pretty much useless. Building a replacement CD mechanism (which is proprietary to the PlayStation, by the way) would be a serious pain, and even then there's no guarantee that it would help since PlayStation games are optimized towards the double speed. I would be interested to hear from anybody who would do such a thing, however...



▲ **Don't worry, Andy—Goldberg is most definitely coming to the PlayStation.**

My name is Andy Pearson. I love your marketplace idea! I have some questions I would like to ask:

1. Is the Madcatz steering wheel incompatible with *Gran Turismo*? Because every time I plug it in, the game freezes. What's up with this?
2. Is there a code for *Gran Turismo* that gives you all the licenses or something? I need it BADLY!!! I CAN NOT get past the A license. It is extremely tough for me. Please send help!
3. In issue 13, *Blues Brothers 2000* is listed as coming out in first quarter '99 and as "to be announced." Which is it?
4. Do any of you know whether or not *WCW Thunder* will be any good and whether or not it will feature the world-renowned wrestler Goldberg?

Andy Pearson
bpearson@InfoAve.Net

NOAH: I got some answers for ya, Andy.

1. You have the "pre Duel Shock" Madcatz Steering wheel, which is not compatible with *Gran Turismo*. You need to peel the sticker off the

mixing more series

I would like to ask you guys a couple of questions:

1. When are the *Resident Evil* and *Final Fantasy* movies due out?
2. All right, we have *X-Men vs. Street Fighter*. When will we see the game we have all been waiting for: *Mortal Kombat vs. Street Fighter*? Let's see once and for all who is superior.
3. Will there be a sequel to *Final Fantasy Tactics*?
4. The Nihon Game Otaku section is by far one of the coolest ideas in videogame history. But, well, you need to make it bigger. Two pages is just not enough.
5. Will Banzai Chibi-chan ever be in an anime or videogame?
6. And finally, how much will a Sony PDA cost?

Thanks for your time and hey, tell Eugene to try gravy with his mice. Just like mom used to make.

Justin R. Barnard
Taft, California

STEVE: Man, Justin, you sure ask a lot of questions. So many, in fact, that we are going to have to get three different staff members to answer them all. I'll start off:

1. The *Resident Evil* and *Final Fantasy* movies are still in the early stages, so not much info is available about them yet. I do think the *FFCG* movie is quite a bit further along in its production, though. From what I hear, the visual look and animation of the characters are both incredible. As soon as we get some more info on any of these two projects, we'll put it in the Monitor section.
2. While *MK vs. SF* may be a great idea in thought, the actual process of putting together a game like that would pretty much be impossible. After all, two separate companies own the rights to the different characters. It would also be difficult to blend the two different styles of gameplay. Could you just imagine how hard it would be to balance out all the characters? What a headache! Also, the *Street Fighter* series has always been done with sprites (*EX + Alpha* aside) while the latest *Mortal Kombat* game uses polygons. The game would just look strange if you put the two together. Besides, we all know that the *Street Fighter* games are better anyway...right?
3. Square has yet to announce a sequel to *Tactics*, but it might do one. Maybe it will start the project after finishing the grand-scale RPG that is *Final Fantasy VIII*. Who knows?

BANZAI: Hey, we've been at four pages since issue 5 (January, 1998), pal! Get with the times! We went back to two this month while Paris-san takes a break.

I haven't been approached for any games or anime yet, but I will consider any proposals. As for the PDA, it will probably cost around \$30.

EUGENE: Har! Gravy, mice, like mom...wait a second...are you talking about my mom? Don't make me unleash my mice of fury on yo' azz. No amount of gravy will soften their blows, question boy!!!



Illustration: Robert De Jesus

▲ **Erik Wilkinson, age 13**
4205 NW 68th Ave.
Coral Springs, Florida 33067
Favorite Games: Fighting Action, Car Combat

Favorite Games: Tekken III, R.E.2, X-Men, WWF: Warzone, Backyard Baseball, Tricky, MK4, TM2, T2, Soul Blade, SF, Akira II, Yggdrasil 8
Quote: PlayStation is the best and I you can't down with that then I've got two words for you: S*CK IT!!!

▲ **Lee Bishop, age 16**
david.bishop@hotmail.com
3001 Parkside
Altamonte Springs, Florida 32701

Favorite Games: Action/Adventure, RPG
Favorite Games: Resident Evil (DC and 2), FFVII, Tomb Raider, Tekken III, Tomb Raider II, Blood Omen, Legacy of Kain
Quote: The Himen Rocks!

▲ **Erik Meredith**

5547 Ziegler Rd

Meriden, Pennsylvania 15147

Favorite Games: RPG, Racing
Favorite Games: FF Tactics, NFS3, R.E.2, Sly: The Thug Assault II, Dark Forces, Masters of Terror, Kiss

Quote: Never Underestimate the Power of the Dark Side.

▲ **Grant Laughren, age 13**

5 Ocean Crest Dr.

Ormond Beach, Florida 32176

Favorite Game: RPG
Favorite Games: FFVII, Jumping Flash II, Twisted Metal II, Tekken III, Coolboarders II

Quote: "You're making noise again Joe, if you can't die quietly, I'm going to have to ask you to leave" —Krauser, Fatal Fury II

▲ **Eric Enisco, age 16**

9600 Fairchild St.

Riverside, California 92503

Favorite Games: Everything with PlayStation logo

Favorite Games: Pocket Fighter, Wild Arms, Tekken 1-3, FFVII, FF Tactics, Tomb Raider, 1-2, going to love Metal Gear Solid and Tenchu

Quote: Lies a bitch until marry one



FAN ART

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, then by all means send us a copy! (We'll take originals too, but we won't be able to return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at **psm@imaginemedia.com**, and label the subject heading "Fan Art." Now get busy making that art!



http://home1.pacific.net.sg/~jasoon/



▲ It looks like Mott Cossin has seen one too many John Woo movies! You've gotta love his flair for the dramatic.



▲ This very, know-it-all version of Aerith (Cloud) comes to us from Chaurah. Keep up the great work!



Illustrated by Charles Park ©1998 Squawsoft. All rights reserved.

▲ This is one of our favorite fan art pictures ever run in this section. Thanks to Charles Park for doing such great work.



▲ What's the matter, Andy? Can't handle Gran Turismo? Okay, here's some codes...

back of the wheel and mail it to Madcatz. In return, the company will send you a wrist rumbler that when used with the wheel will allow it to work with GT. I know it's a pain, but you do get a new sticker! Mail the sticker to:

Mad Catz Inc.
430 Raleigh Ave.
El Cajon, CA 92020

2. There are no legitimate cheats to get any of the licenses in *Gran Turismo*, although GameShark codes are available. Of course, you need a GameShark to enter any of the following codes (in Simulation Mode):

Press **START+SELECT** For Cash:

d009aace0009
80093b6600ff

Press **START+SELECT** For B License:

d009aace0009
80093b40303f

d009aace0009
80093b60303f
d009aace0009
80093b60303f
d009aace0009
80093b60303f
d009aace0009
80093b60303f

Press **START+SELECT** For A License:

d009aace0009
80093b60303f
d009aace0009
80093b60303f
d009aace0009
80093b60303f
d009aace0009
80093b60303f

Press **START+SELECT** For International License:

d009aace0009
80093b60303f
d009aace0009
80093b60303f
d009aace0009
80093b60303f
d009aace0009
80093b60303f

3. Sorry, that was an error on our part. We are still being told that it will come out in the first quarter of '99.

4. **STEVE:** *WCW Thunder* is going to be THQ's last WCW wrestling title. From then on the company will only be doing WWF games. We don't have that many details about the game

right now, but it looks like Goldberg will definitely be a playable character. All I can say about that is: Who's next?

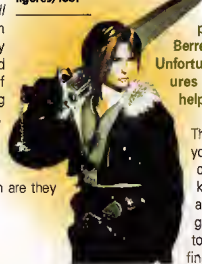
1. What's the official release date for *Lunar: Silver Star Story Complete*? From several different sources I got August, late August, sometime in September, and possibly October. Is there an exact date or time period rather than a month?

2. Are any "dating" games like *Toki* or *Mekki Memorial* ever going to come out in the states? I guess we don't get those kinds of games here.

3. I recently went to a store that only sells action figures and comics and picked up some *Final Fantasy VII* figures there. I'm guessing they were imported because a lot of Japanese writing was on the box.

Are there going to be American versions of the toys? If so, when are they coming here?

↑ Gee, we sure hope that we get some *FFVII* action figures, too!



EBHiro
EBHiro@aol.com

STEVE: After recently talking with Working Designs, I know that *Lunar* will be released sometime in November. The game is going to feature a ton of extra goodies so it is taking a bit longer than expected to get the finished product out the door.

To be frank, dating sims are a genre that I think would never really be successful in the U.S. The American culture is not one that suits certain Japanese game genres, and dating sims is one example. I don't think any U.S. game publishers would take a chance on releasing a dating game. Sorry to disappoint you.

Yes, the *FFVII* figures have been released in the U.S., but only some of them. They come in a single pack with Cloud, Tifa, Aerith, Barret, a chocobo, and a frog. Unfortunately, you can't buy the figures individually. I hope that helps you out!

This letter is directed to Noah, your code guy. I am a big fan of codes and pride myself in knowing all the great codes that are available for PlayStation games, but there are now just too many titles. I wish I could find a complete listing of

smart bomb

"PEEPING TOM"



PlayStation codes somewhere that I could use as a reference. I was talking to a friend and he showed me the first issue of PSM with the Code Bible in it. It was so awesome! Are you going to be doing that again? It would be great for me to have one magazine that listed all the codes I would ever need. Thanks for your time.

Nevy Langer
funguy@earthlink.net

NOAH: Your wish is my command. Really, the '98 edition of the complete Code Junkies book has been under way for a while now, and I expect it to be done and available just in time for the holidays. This baby is going to be totally complete—as a PlayStation

game has a code, you will find it here. We are also going to print every single GameShark code in existence, even for the crappy games. I must be insane, but I personally love this stuff and pride myself in being totally comprehensive.

1. Are the Dual Shock versions of *Resident Evil: DC* and *RE2* going to contain any new features or modes?
2. Is there an official launch date for *Crash Bandicoot: Warped*?
3. My friend has told me that different colored Dual Shock controllers are out in Japan. Do you think we will ever be able to

► *Crash 3* should be coming out now, so get your butt down to the store, Ricky!

buy them here in the U.S.?

4. Have you guys heard any news on *Mortal Kombat: Special Forces* yet?
5. Ever since you showed that little information on *Resident Evil 3*, it's all I can think about. Do you now know any more about the storyline or development of the game?

Ricky Davis
Midland, PA

BLAKE: Well, I have a few answers for you, Ricky.

1. Yup, both new versions of *RE* have fea-

tures not found in the original. New stuff includes new characters, a beginners mode (start off with the good weapons and unlimited ammo), and a few other goodies.

2. *Crash Bandicoot: Warped* is due to be released in November.

3. Nothing has been announced yet, but I have a hunch that Sony will eventually bring over the colored Dual shocks just like it did with the memory cards.

4. Nope. In fact, your question prompted some calls to Midway as well as a serious scouring of the web. Still nothing.

5. *RE3* is still really early and probably only in pre-production. Don't expect much info on this puppy until mid next year at the earliest.

in search of d&d

Hi, I hope you guys could help me answer my question. I'm a big fan of the arcade version of *Dungeons and Dragons* games like *Tower of Doom* and *Shadow over Mystara*; I've heard Capcom is releasing these on the PlayStation and Saturn consoles. Is that true?

David Lim
tomym@pacific.net.sg

I just wanted to add to a letter sent by L.T. Nguyen in issue 13 (Sept. 98) on the issue of sprite-based side-scrolling fighters like *Final Fight*, or one of my personal faves, *Streets of Rage*. I think the idea of bringing these types of games to a higher powered system like the PS would be awesome!

Who knows the kinds of innovation that can be done to this style of fighter. I mean, look what *Castlevania: SOTN* did for the *Castlevania* series. It was better than its older versions in a ton of ways, but it was still old-school! A particular fighter I was looking forward to seeing on the PlayStation was the *Dungeons and Dragons* Arcade collection from Capcom. I loved those games in the arcade—they were still 2-D and they were wicked! Did Capcom scrap its plans of bringing it home? I checked Capcom's site and it had removed the promos for the



▲ Man, why didn't those D&D games come out? Now all those poor souls have to go out and find new jobs...

home version! This pissed me off royally. I just wanna know what was so wrong with the idea???

Necro
richard@yesic.com

STEVE: Hey everyone. As a lover of virtually every Capcom product, it always hurts me to see a

potentially good one canned or delayed. The *Dungeons and Dragons* collection was one such project. Capcom did talk about releasing it on both the Saturn and the PlayStation a while back, and then everything went quiet. I guess it was a project that had passed its time and window of opportunity. I also bet Sony had something to do with it. You know how Sony is about 2-D games—it only likes to release *Street Fighter* titles or games along those lines. As for right now, Capcom has no plans to release either of the two *Dungeons and Dragons* titles, which is just too bad. Of course, there is always the possibility that the company would release a new *D&D* arcade game and then port it over to the PlayStation 2. Wouldn't that be cool?!

Quake

*Blowing our friends
to pieces with a rocket launcher
is only the beginning...*

Whether you're in search of the ultimate online frag-fest or are looking for the latest Quake news, information, player rankings or skins – the Imagine Games Network has it all.

Our unique affiliated Web network includes the world's best Quake content and online game sites, as well as, much, much more. Check it out for yourself.

www.imaginegames.com

BLUES NEWS • <http://www.bluesnews.com>

Packed with astounding news and information about Quake and its derivatives and sequels for anyone who is playing solo or online, or making their own modifications to the game.

CASE'S LADDER • <http://www.igl.net>

Case's is one of the premier online game sites, containing player rankings for all the best Internet-compatible games. IGL is where you can test your mettle and challenge over 25,000 players from all over the net to see just how good you really are.

HEAT.NET • <http://heat.net>

Looking to play the hottest games against live competition? Come to HEAT.NET, where everyone earns frequent player points (degrees) just for playing their favorite multiplayer games, including Quake II. Find out what 150,000+ members already know – the best place to play games against live competition is HEAT.

MECCAWORLD • <http://meccaworld.com/quake/>

MeccaWorld, home of the Top 100 Quake Levels and the Top 25 Quake Modifications, offers gamers a database, complete with text, screenshots, files, and links to everything related to each game.

PC GAMEWORLD • <http://www.pcgameworld.com>

The premier Internet site for PC games! All the latest game demos and reviews, plus one of the biggest cheat databases around make this a site you really need to see. Best of all it's owned and run by gamers just like you.

STOMPED • <http://www.stomped.com>

There's hardly a Quake fan with Internet access who hasn't heard of the Quake Stomping Grounds. Stomped is the place to go for online Quake tournaments and gaming; the Stomped crew also has plans to expand into other games.



**Imagine
Games
Network**

OTAKU STATION

the only place on earth to buy cool official psm shirts, hats, and other special collectibles

Welcome to Otaku Station, the official PSM gift shop! Here you can find high-quality PSM-branded clothes and gear. Each item is personally deemed cool by PSM staff before they make this page. Take a look around!

...AND I'M UCHU-KUN!

ZOW AIKO, LOOK AT ALL THESE CUSTOMERS! QUICK, LET'S SHOW 'EM THE STUFF!

WITH OUR D-PAD T, YOU CAN SUPPORT THE PLAYSTATION IN STYLE!

HI THERE! WELCOME TO OTAKU STATION! WE EXCLUSIVELY CARRY PSM MERCHANDISE—THE BEST IN THE GALAXY! MY NAME IS AIKO (TEE-HEE!)...

SMILEY SKI CAP

NEW!

SHORT-SLEEVE ICON T

LONG-SLEEVE BANZAI!

BRRR! FALL IS HERE, SO ORDER YOUR LONG-SLEEVE CHIBI SHIRT NOW!

PSM BASEBALL CAP

AND THESE COOL SMILEY HATS ARE GOOD YEAR-ROUND!

NEW!

SHORT-SLEEVE BANZAI

D-PAD T

AND IF YOU BUY MORE THAN 1 ITEM, YOU'LL GET THIS COOL LIMITED EDITION PSM LID STICKER ONLY AVAILABLE IN OUR FIRST ISSUE FREE!

TO ORDER BY PHONE JUST CALL 1-888-468-1300 TODAY! (MERCHANDISE ORDERS ONLY)

Order Form

To order any of these items, just fill out this form and fax it to 415-821-0299, or mail it to: PSM c/o Intangible, 1616 York Street, San Francisco, CA 94110

Name: _____
 Address: _____
 City: _____ State: _____ Zip Code: _____
 Phone Number or E-Mail Address: _____

PSM Baseball Cap:	Quantity: _____	X \$19.50 = \$ _____	(Navy blue only)
PSM Ski Cap:	Quantity: _____	X \$19.50 = \$ _____	(Navy blue only)
Short-Sleeve PSM Buttons T:	Quantity: _____	X \$14.50 = \$ _____	Blue only
Short-Sleeve PSM D-Pad T:	Quantity: _____	X \$14.50 = \$ _____	Black only
Short-Sleeve Banzai Chibi-Chan T:	Quantity: _____	X \$14.50 = \$ _____	Specify: _____ White _____ Orange
Long-Sleeve Banzai Chibi-Chan T:	Quantity: _____	X \$24.50 = \$ _____	(Navy blue only)

CALIFORNIA residents add 8.5% sales tax. \$ _____

SHIPPING & HANDLING:

United States.....add \$5.00 \$ _____

Canada.....add \$7.50 \$ _____

International.....add \$15.00 \$ _____

TOTAL \$ _____

☐ Check or money order made payable to "PSM." (Sorry, no G.O.B.s.)

☐ Visa

☐ Mastercard

☐ AmEx

Account Number: _____

Expiration Date: _____

(Your account will be charged by Intangible.)

Signature: _____

(Navy blue only)

(Navy blue only)

Blue only

Black only

Specify: _____ White _____ Orange

(Navy blue only)

Size: M L XL

Size: M L XL

Size: M L XL

Size: M L XL

PSM
 PLAYSTATION MAGAZINE

THANKS!
 PLEASE
 COME
 AGAIN!

Order must include payment. Products subject to availability and may change without notice. Please allow 4-6 weeks for delivery. All checks must be in U.S. dollars and drawn on a U.S. bank account. PSM is not responsible for any duties or taxes imposed by countries other than the U.S. during the delivery of international orders.

TOP THIS!

Each month, we put together three tough tests of skill—if you're good enough to meet the PSM challenge, you can win cool prizes and see your name in print! Only one winner will be selected from each challenge, so get your entry in early. Send in your entries to PSM Top This!, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Include your return address. No e-mail entries allowed! We can't return any pictures or videotapes you send. Enter today!

this month's prize: some ascii peripherals including the SVHS AV selector, the grip, and an enhanced control pad.



Challenge #1: NFL Blitz Get All of the Cinemas

Blitz is a fun game, but it gets very hard at the later levels (as those of you dedicated enough to try making it through the superbowls in Season mode should know). We want to see who has the patience and ability to unlock all of the cinemas in the *Blitz* movie mode. Just take a polaroid or videotape of the screen with all of the cinemas unlocked and in color. The first person who sends us a qualified entry wins.

Challenge #2: Metal Gear Solid Get the Stealth and Bandana

Metal Gear Solid is one of the coolest games we've ever seen. One thing everybody agrees on is that it's tough to get some of the more secret items in the game. Be the first person to send us a polaroid or videotape of Snake's equipment including the bandana, the Stealth, and the camera and you'll be the winner. We're not gonna tell you how to get all of these items yet, but check out next month when we finish up our strategy.

Challenge #3: Bushido Blade 2 Earn All of the Support Characters

While playing the single player mode you will occasionally come across characters, which, when defended, can be used in the multiplayer game. Your mission is to get the complete collection of support characters. After doing this take a polaroid or videotape of the vs. screen showing all of the characters available. Only those who have the patience and skill will be able to meet this challenge.



Oh no—we're almost at the end of the issue! These things sure go by fast... Anyways, before we go, here are a few parting shots:

▼ The PSM Team, chowing down at Paramount's Great America in Santa Clara, CA.



▲ At Great America's arcade, Gary showcases his hidden skills. He sure can ride a hog!



▲ Whoops! Somebody forgot to tell Chris how fast the Top Gun roller coaster is!



Check out sissy Charles trying to duck down and stay dry!

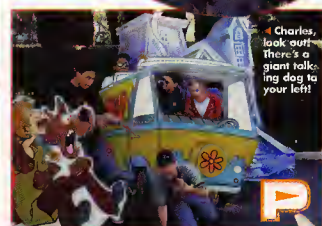


▲ The horror...the horror...this picture was taken upside-down!



▲ That's right, PSM don't chicken out of any scary rides!

► Chris: "Prepare to submit to the Vortex!" Steve: "I both soiled mine pants."



▲ Charles, look out—there's a giant talking dog to your left!



MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the Playstation

▶ Jake Hay

24226 Washington Ave.
Madison, Wisconsin 53139

Description: I am looking for Tekken 3, Dead or Alive, and WCW Nitro. I have Crash 2, Test Drive 4, Grand Tour Racing '98, Power Move Pro Wrestling and Star Wars: MOTK. I'll trade or sell each game for \$15-\$25. Write me if you are interested. Can be persuaded to cheap PlayStation Underground Discs and a Mad Katz Dual Force Controller.

▶ Mark Dobrinin

2533 41st Ave.
Albany, Oregon 97321

Description: Willing to sell mint game.com with two games Duke Nukem 3-D and Williams Arcade Classics (\$110) or trade for Final Fantasy Tactics and Parappa the Rapper. The game.com comes in box with booklets.

▶ Erik Meredith

5547 Ziegler Rd.
Horsene, Pennsylvania 15147

Description: Looking to sell Final Fantasy VII (\$26) and Resident Evil II (\$26). I am also selling a guidebook for Resident Evil II (\$6). I will trade either game for Need for Speed III, I also want a Dual Shock Analog Controller and NHL '98 Write me if interested.

▶ Robert Boyes

8659 Lamoreux
Fowlerville, Michigan 48836

Description: Will trade Tomb Raider and Parappa the Rapper for two memory cards each and both games for three memory cards. Both games are in near mint condition with cases and instruction manuals. Please write me ASAP if you will take my deal, or if you have a different deal you think I would like.

▶ B.J. Shay

540 South Hill Drive
New Richmond, Wisconsin 54017

Description: Looking for used PlayStation in the range of \$75. Also looking for games in range of \$20 to \$30: Nightmare Creatures, Gex: Enter the Gecko, Dead or Alive, Auto destruct, Enhancer, Twisted Metal II, Steel Reign and Saga Frontier.

▶ Andy Wesolowski

HC 63 Box 213
Greenup, Kentucky 41144

Description: Trade or sell Tomb Raider (\$18), Madden '99 (\$72), Hardcore (\$15), Twisted Metal (\$18) and Demo Disk 5 (\$3). All are in mint condition. I would like to trade for or buy Sim City 2000, Test Drive Off Road, any Crash Bandicoot or Resident Evil title, NBA Live, and NBA Shootout '98. I would also like to have the Tomb Raider guidebook. Thanks and write back please.

▶ Marcus Southall

709 Saddlebrook South
Bedford, Texas 76027

Description: I am willing to sell MK Mythologies (\$20), Bushido Blade (\$25), NBA Fastbreak '98 (\$26), PlayStation demo disk (\$1), Vol. 2 Jumpack demo disk (\$2), Mad Catz controller (\$5). I am willing to trade for Battle Arena Toshinden II or NBA Live '98.

AD OF THE MONTH

▶ CHRIS MASON

crs383@juno.com
Turlock, California

Description: I'm selling my PlayStation with controller and demo

disc (as if you bought it at the store) for \$130. If you want a smaller price than that you better be convincing because I'm already losing money on the deal.

▶ Jaun L. Sabino

P.O. Box 785, Charlotte Analie
St. Thomas, U.S.V.I., 00804

Description: I am willing to sell my Twisted Metal H games (\$20), or trade them for Ace Combat II and Colony Wars. Games are in mint condition.

▶ Aaron Delconardis

4721 Maryanne Ln.
Bethlehem, Pennsylvania 18017

Description: Looking for Pocket Fighter (used), Dual Shock analog controller, Multi Tap, Parappa the Rapper (used), or Time Crisis. Also selling NHL Faceoff '97. Prices negotiable.

▶ Duy Nguyen

3775 Senter Rd.
San Jose, California 95111

Description: I have more than 25 PlayStation games and a couple of Japanese games (all original disc) that I would like to sell or trade for computer parts such as a hard drive, a CD-Rom drive, and a modem. Write me for the list of games and we tell me what you have to offer. My games are two years old, but it is still original.

▶ Matt Tabbert

340 S.E. 6th St.
Pompano Bch., Florida 33060

Description: Selling FFVII (\$25) and Test Drive 4, Odd World, and Soul Blade (\$30) each. Warhawk for (\$15) and instruction books, all in mint condition. Please write for info.

▶ Sean Weaver

124 Neil St.
Pineville, Louisiana 71369

Description: I would like to buy a "Black PlayStation"---Yazoo development kit. Wanted!! Thank you.

▶ Geoffrey Owen

475 Yarbrough
El Paso, Texas 79915

Description: Looking for Suikoden, Vandal Hearts, and Breath of Fire III. \$40 or less for each game.

▶ Justin Robertson

1411 W Main St.
Heber Springs, Arizona 72543

Description: I would like to trade Tomb Raider and Jet Moto, both in mint condition, for Final Fantasy Tactics and Gameshark. I will throw in a Tomb Raider II Official Strategy guide and a poster for free.

▶ Julian Uribe

115 S. Vernon
Azusa, California 91702

Description: Willing to sell Madden '98 (\$20). Very good condition.

▶ Michael Romero

1304 Patterson Ave.
Corcoran, California 93212

Description: HURRY! HURRY! Piping hot PlayStation deals for everyone. Whether you're looking to buy, sell, or especially trade---there is something for you. I am looking for Diablo, Tekken II, Kart, Gran Turismo, and a Multi Tap. I'm willing to part with Enhancer, Tomb Raider Classic, NBA In the Zone, Parappa, and 10 different demo discs. Write me if interested. I will sell at no offers.

▶ Kurt Zillgitt

19855 Ridgewood Lane
Brookfield, Wisconsin 53045

Description: Looking to buy Suikoden in mint or NM condition, with instruction manual for \$20-\$35. Contact me with your offer.

▶ Jason

rfs3@aim.net
Smith Valley, Ca

I have Top Gun: Fire at Will for PlayStation. The case is a little broken but the disc is in perfect condition. If you're interested e-mail me with a price. Thanks.

▶ Grant Laughren

5 Ocean Crest Dr.
Ormond Beach, Florida 32176

Description: I have OPM Demo discs 5, 7, 8, 9, 10, and 11, selling each one (\$5) or willing to give you all of them for a Mega movie card (with instruction booklet) or X-Men vs. SF (with instruction booklet and original case). Please hurry!

▶ Philip Hanan

philhanan@hotmail.com
Berea, Kentucky

Description: I am a huge fan of game demos and I am hoping to get my hands on Interactive CD, PlayStation Underground, U.S. Playstation demos, and Jumpack demos. If you own any demos other than Interactive CD 3.5 or 5.1, please e-mail me.

▶ Justin Moell

810 Park Dr.
Wapakoneta, Ohio 45895

Description: I am looking for an ACSII specialized controller. I am willing to trade Johnny Bazookatron, or pay money for it. I will pay anything for one of these controllers. Also looking for RE2 or Resident Evil.

▶ Matthew Hallmark

dkmhallmark@worldnet.att.net
Fort Worth, Texas

Description: Will sell Tomb Raider II and playes guide for \$25-\$30 and MK Mythologies. Also looking for Nightmare Creatures.

▶ Caleb Raney

Haimen75@hotmail.com
603 Turle Creek
Tucumseh, Oklahoma 74573

Description: Looking for Gameshark, not used much, and Nascar '98, also have analog joystick for sale or trade, \$35.

▶ Kevin Sperber

sperber@msw.earthnet.or.jp
Sesser, Illinois 62884

Description: I have Overblood, Cart World Strike, and Tekken 2 to sell or trade. Want Resident Evil, Steel Harbinger, or Road Rash. Willing to buy or trade. E-mail me.

▶ Zach Baker

barchie@hotmail.com
14741 Sesser Lk. Rd.
Sesser, Illinois 62884

Description: I am looking for Command & Conquer, Command & Conquer: Red Alert, Twisted Metal 2, Resident Evil 2, Rebel Assault 2, Road Rash, Tekken 2, Nascar '98, Mortal Kombat Mythologies: Sub-Zero, any demos, and Bust A Move 2.

▶ Shaun Esau

305 Jerry St.
Castle Rock, Colorado 80104

Description: Looking for a Gameshark and willing to trade for a game or games. Please write me for more details.

▶ Tyler M

2256 St. Cella
Dubuque, Iowa 52002

Description: Willing to sell my PlayStation, cords and all, two controllers, and willing to part with a few games like WCW Nitro, Duke Nukem, Soviet Strike, Nightmare Creatures, Star Wars: MOTK, Crash, and one or two more.

▶ Chris Adams

RanGrety@aol.com
Redford, Michigan

I am looking to trade Poy Poy for another game. I also have Shipwreckers for trade or sale. E-mail me if you are interested. Thanks!

GET RID OF OLD GAMES!

If you'd like to place your own, totally free ad in PSM, just jot down your name, address and/or e-mail, tell us whether you're looking to trade, sell, or both; and give us a brief description of what you're offering or want. Be sure to include your city and state. Send all of that info to:

PSM Marketplace
c/o Imagine Media
160 North Hill Drive
Brisbane, California 94005

You can also send e-mail to: psm@imagine-media.com. (Be sure to put "marketplace" in the subject heading.) BTW, we can't vouch for the credibility of any of the people who place ads here, so swap at your own risk!

COMING NEXT MONTH IN ISSUE 16 OF

PSM
PlayStation Magazine

RESET



PSM Holiday Special '98

Like last year, we'll be taking an in-depth look at this year's holiday games, to help you make out that list for Santa. We'll be making a list of what's naughty and nice, so that you don't get stuck with a lump of coal in your stocking. Hey, you only get to put that tree up once a year, so don't waste your only chance for free games—read our guide and make the right decisions!



Massive PSM Metal Gear Strategy, pt. 2

We wouldn't leave you hangin' with just half the strategy, now would we? Next month, you can expect an even BIGGER guide, with a complete walkthrough for the second half of the game. We're even throwing in all the top-secret tips and hidden tricks, so don't miss out on the most expert coverage of MGS anywhere!

Mad Hoops Coverage

It's that magical time of the year again—the start of the basketball season! Well, that is, if there even is an NBA season this year... But hey, at the very least we'll have college B-ball, and we can always hoop it up on PlayStation. We'll have the latest on *Live*, *ShootOut*, *NCAA*, and more.



And, as always,
our PSM elves have been
working hard to give you:

- ▶ The **LATEST** PlayStation headlines
- ▶ The most **HONEST** reviews
- ▶ The **NEWEST** PlayStation codes
- ▶ **EXCLUSIVE** interviews
- ▶ The **MOST** PlayStation games
- ▶ The most **IN-DEPTH** strategies
- ▶ **UNBEATABLE** Japanese coverage
- ▶ A spankin'-good **LETTERS** section!

**PLUS, a Santa's bag
full of the hottest new games:**

- ▶ Tomb Raider III
- ▶ Indiana Jones and the Infernal Machine
- ▶ Xena: Warrior Princess
- ▶ WCW/NWO Thunder
- ▶ NCAA Final Four
- ▶ NBA Live '98 *And more!*

WE GOT MORE
WHERE DAT
CAME FROM!



PSM

100% independent PlayStation Magazine

America's best selling PlayStation magazine is proud to present the first annual...

The world's **FIRST & ONLY** complete listing of every code for every PlayStation game ever created!

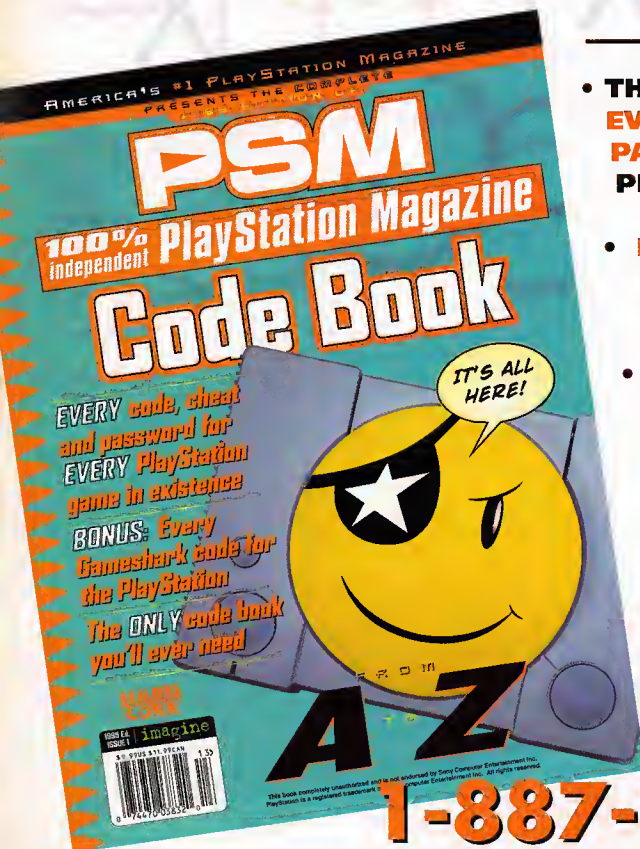
ORDER NOW!
Don't miss out on the best PlayStation Code Book ever!
Call 1-887-852-6070 today!

Only
\$9.99

PSM

100% independent PlayStation Magazine

Code Book



- **THE COMPLETE LIBRARY—EVERY CODE, CHEAT, AND PASSWORD FOR THE PLAYSTATION**
- **EVERY GAME SHARK CODE IN EXISTENCE BROUGHT TO YOU FROM INTERACT**
- **COMPLETE LISTING FROM A TO Z—NEVER HUNT FOR A CODE AGAIN!**
- **THE ONLY CODE BOOK YOU'LL EVER NEED—AND IT'S FROM PSM!**



Order your copy online at

<http://magazines.ign.com>

or call toll free...

1-887-852-6070

\$3.00 shipping and handling for orders in the U.S. \$8.50 shipping and handling for international orders. 8% tax may be included on orders in New York. Allow 2-5 days for delivery. PlayStation is a registered trademark of Sony Computer Entertainment Inc.



Screw the warranty...

You're earning flyer



There are no rules in the backcountry



Fun, fun, fun in the mud, mud, mud!



Win the World Tour and upgrade your vehicle



Catch serious air, o

ACCOLADE

g frequent r miles.

Test Drive Off-Road 2, the only 4-wheeling experience that's guaranteed to get you high.



Also available on PC

- Hummer® exclusive- The only place you'll drive the world famous Hummer
- Awesome Soundtrack Featuring: Sevendust, Gravity Kills, and Fear Factory
- Dual Shock® Analog Controller support- Vibration so real, you risk whiplash!
- World Tour mode- Blow away your competition in any of 6 different truck classes to open hidden tracks and buy new vehicles and/or upgrades.
- 12 gnarly tracks in 6 real world locations- Go muddoggin', spray rooster tails, blow snow, churn up sand and surf- or bash, crash and smash your opponents into boulders, trees, cliffs or mud pits.
- Choose from 20 killer vehicles!- Including all your favorite off road behemoths- Dodge® Ram, Ford Explorer®, Jeep® Wrangler, Ford F-150® Chenoweth (FAV), Jeep® Grand Cherokee, Dodge® T-Rex and more...

For your free Test Flight, download the demo at www.accolade.com

To order direct, call 1.800.245.7744



ch serious air, off insane jumps



Off Road mayhem at its best!

TEST DRIVE OFF-ROAD 2

SEVENDUST

GRAVITY KILLS



Test Drive Off-Road is a registered trademark of Accolade, Inc. ©1998 Accolade, Inc. All rights reserved. All other trademarks are of their respective companies and are used under license by Accolade, Inc. PlayStation® and PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc. Hummer® and the vehicle's grille design are the registered trademarks of AM General Corp.

Dark dreams of blood & fire,
of drums pounding rhythm...

here lies the amber cinders of your voodoo...

AKUJII™

THE HEARTLESS

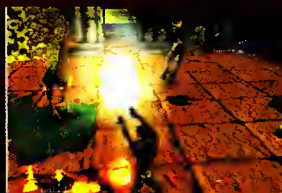


Call 1.800.771.3772
for Game Rating Information



www.crystal.dyn.com

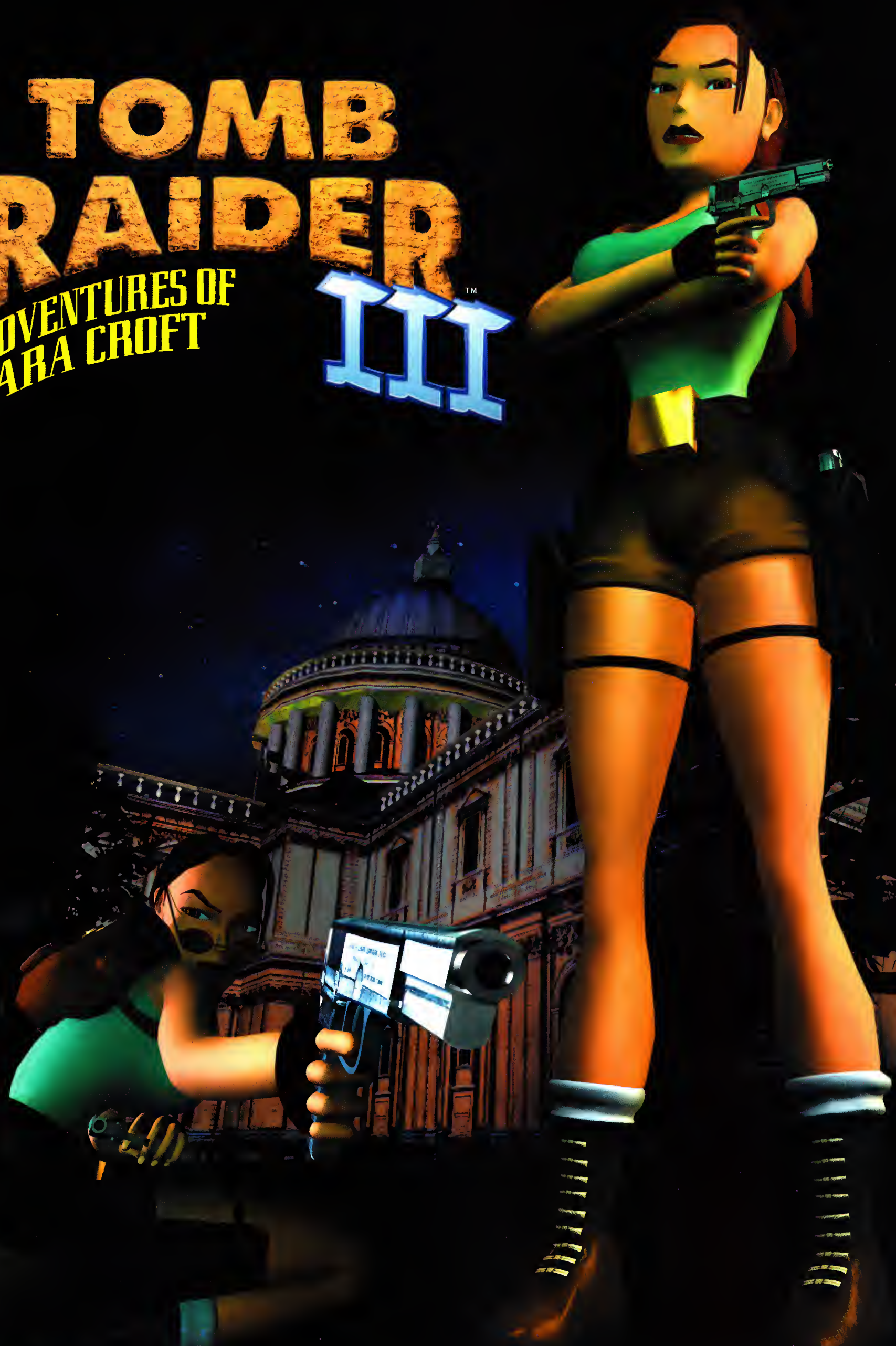
It's a grim world where your razor sharp claws slaughter the weak. Where your voodoo spells incinerate your enemies.
Where your mind masters devious puzzles. Welcome to Akuji the Heartless™.



TOMB RAIDER

ADVENTURES OF
LARA CROFT

III



Eidos Interactive is a trademark of Eidos, Plc. © 1998 Eidos. All rights reserved.
TOMB RAIDER, TOMB RAIDER III and LARA CROFT are trademarks of Core Design. © 1996-1998 Core.

EIDOS
INTERACTIVE
www.eidosinteractive.com

NINJA

Shadow of Darkness™



AKUJI

THE HEARTLESS™

EIDOS
INTERACTIVE

www.eidosinteractive.com

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

**People interested in helping out in any capacity,
please visit us at www.retromags.com.**

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

